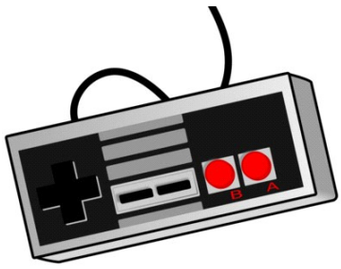
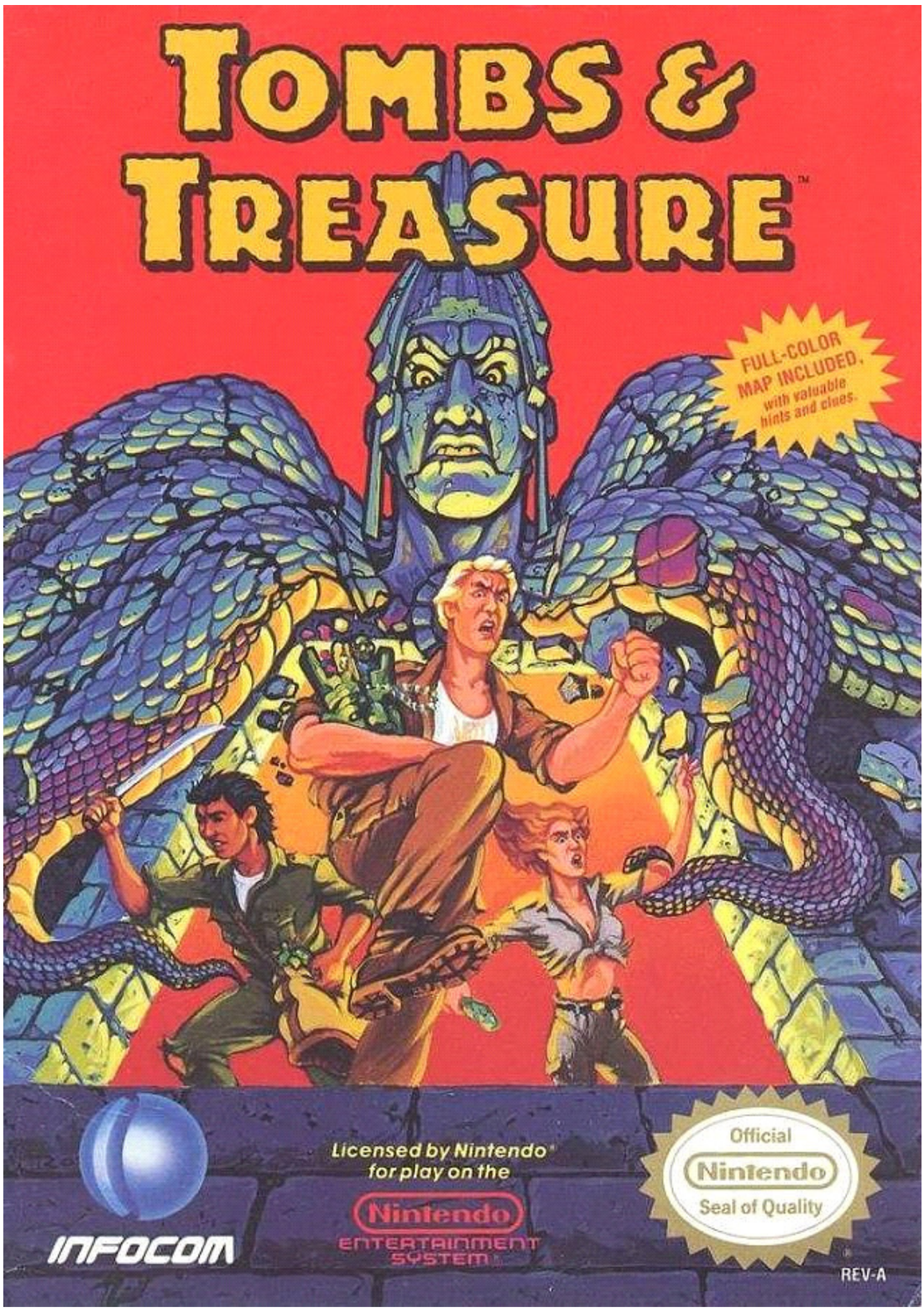


DMN SCREENSHOT LET'S PLAYS

Let's Play Tombs & Treasure (NES)


TOMBS & TREASURE™
FULL-COLOR MAP INCLUDED, with valuable hints and clues.
INFOCOM
Licensed by Nintendo® for play on the
Nintendo ENTERTAINMENT SYSTEM®
Official Nintendo Seal of Quality
REV-A

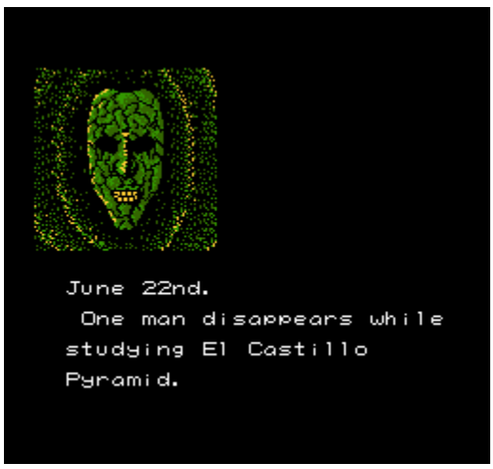
Tombs and Treasure is an adaptation of a PC-style adventure game on the NES. Interestingly, the game was developed for the console by Infocom. If you don't know who they were, they were the kings of the text adventure on PCs. They are mostly famous for the *Zork* series. It's rather odd that this is the *only* title they developed for a console, or so my research tells me.

The entirety of the game takes place in the Mayan city of Chichen Itza, which is a real place. It follows three people as they attempt to solve the mystery of what happened to one Professor Imes and his expedition into the ruins. The only survivor of the group was a guide, Jose, who will be one of the people in your party. The other two are the main protagonist (a boy with a name you choose) and Professor Imes' daughter (whose name you must also choose.) The game is a combination over-the-top view (for the map screens) and traditional PC adventure point-and-click fare with a little mix of RPG elements thrown in.

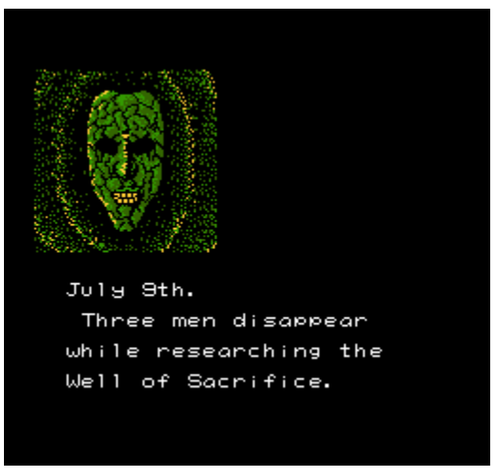
I will be playing this game through from beginning to end in this LP. It will be a hybrid SSLP (Screen Shot Let's Play) with sprinkles of video in it for crucial points in the game (like boss fights.) Written commentary will be provided throughout, with my usual brand of humor (don't groan!) and I'll transcribe some of the text so as not to overburden you with screenshots. Official text will be in *italics* and commentary I add will be normal. So let's get this shindig on the road, eh?

The game starts off with a mess of exposition about a failed expedition (I'm like a poet or something... go figure.)

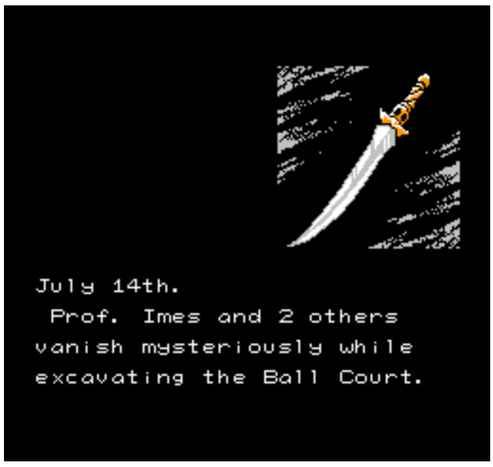
Sets out with seven men. With you so far...



Damn, but that's a creepy mask.

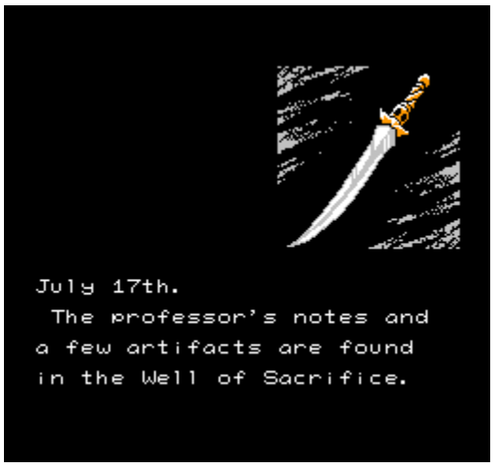


With the only survivor, a fellow by the name of Jose, that makes a grand total of four who went out on this expedition. I'd figure you'd need a little more than that but what do I know about these things?



The ancient Mayans' basketball team was called the Juan Tamales. They had one ball between them, and I guess Prof. Imes ran off with it, hence the **GRISLY DEATHS OF THE INTERLOPERS**. Plus, they started out with **SEVEN MEN**. Where are the others?

Only the guide, eh? Seems legit.



Along with his doodles of penises.

Maybe it's just me, but **Chichen Itza** sounds like a Mexican restaurant where they serve spicy chicken covered in chili peppers. I took French in school, not Spanish, unfortunately.

"Was?" She's not dead or anything - we get her as a party member. Maybe she's just a bitch we can't get along with now or something (Spoiler: she isn't.)

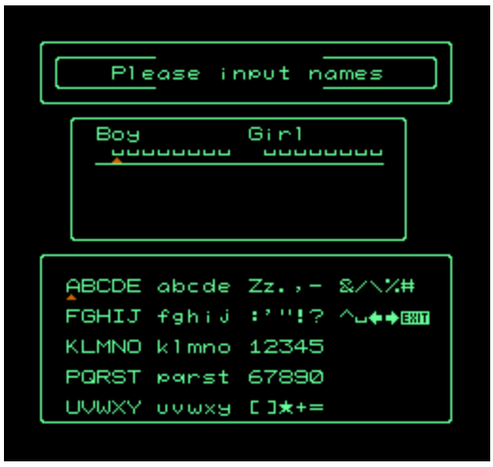
"Yeah, I mean, my dad died on this trip to some ancient Mayan civilization. School's out, so this could be a fun adventure! At least it'll be better than staying home!" You a cold bitch, girl.

Look at that glorious 8-bit title screen. **Look at it!** Anyway, we'll begin the game proper. Here's the link to the video of the opening if you want to view it.

Opening: https://www.youtube.com/watch?v=E8MLNjyKpwA

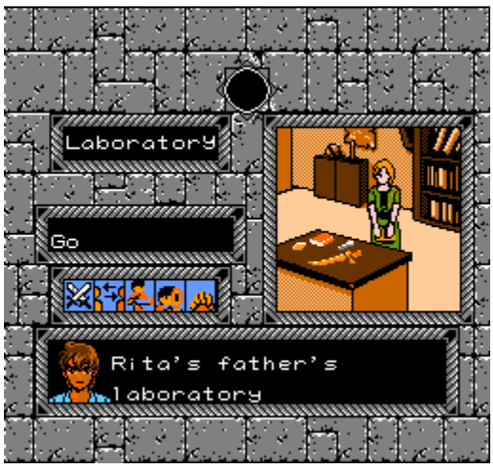
Let's start.

New Game lets us choose...surprise, surprise... a new game. The second option allows you to reload where you died last and the last option allows us to put in a password. Rocket science this ain't.



Now, we choose a name for our hero and his gal pal. You could just input one name or the other and the game will supply you a corresponding name for the one you didn't give a name to, but that's lazy. So our hero and heroine shall be named...

Sam and Rita. This is going to be their Excellent Adventure.

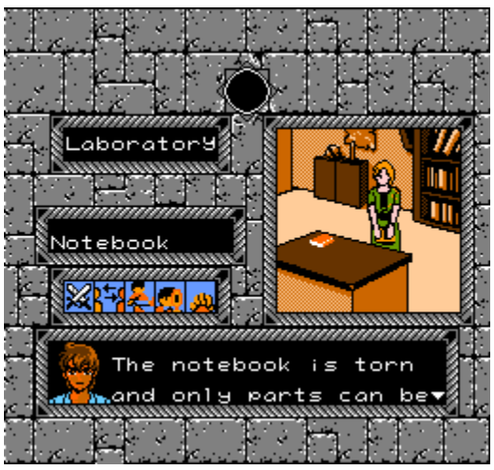


Performing any action will trigger a conversation with Anne.

Professor's secretary, Anne. I can't tell you how sorry I am about what happened. The professor's notes were found in the Well of Sacrifice in the north of the ruins. The well had been emptied of water somehow but it was rapidly filling up again. There was a lot of treasure with the notes but they could only recover the notes and these items here. His guide, Jose, can tell you more. He's on his way here now.

The four items here are the **Silver Key, Lighter, Sword** and **Notebook.** We can take everything but the Notebook, but we can **Look** at it.

The Sword is an important item, as we'll need it to fight the many eldritch horrors located around Chichen Itza. We'll have to find ways to power it up later, though. Let's check out that Notebook now...

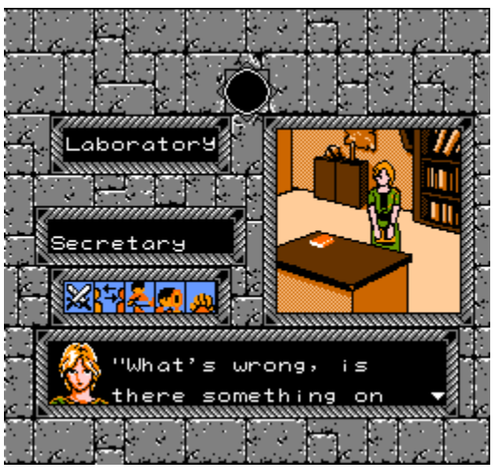


continue. I found it in the Warrior's Temple, but it was too dirty to show the sun's position... ... Who would have guessed there was a trick like that in El Castillo Pyramid. There's a mountain of treasure... ... There are demons in the ruins, three men have already been killed... ...the demons, I must get the sword of... ...lost another man. We seem to have accidentally released demons that were sealed in here by the ancient Mayans. My only chance is to defeat the demon Tentacula, but first I must find the Sun Key...

Okay, basically Imes went around probing for treasure and got himself into a shitload of trouble by waking up guardians of that treasure. He was in the middle of finding a way to defeat them when he met his untimely end. Speaking of, I think this notebook gives us the story of what happened to the other four men. There was no portrait for Imes in the game that I am aware of, so I used a substitute.

Tentacula sounds like the stuff of Japanese nightmares. That big guy on the cover of the game looming over the adventurers is supposed to be him, I think. And yes, he has tentacles for arms, though I don't know whether he's also a vampire. it is a mystery

When we **Look** at Anne...



Now, before moving on, let's get a look at the items we picked up, shall we? First, let's check out that sword.

for a jewel to be fitted.

Silver Key next...

Okay, no surprises there. We started the game with a band aid. Let's see...

injury, or...

This is an important item to have later. Be careful not to use it or you may be screwed out of finishing the game. Finally, let's get a look at the Lighter.

light things.

One last look at Anne and...

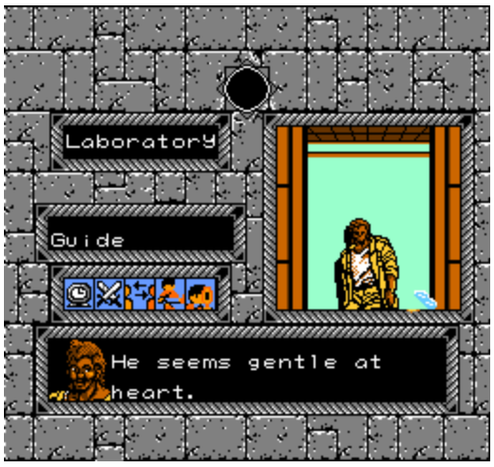
will get mad.

Oh, piss on Rita. Anyway, we'll **Go** south because that's the only direction we can.

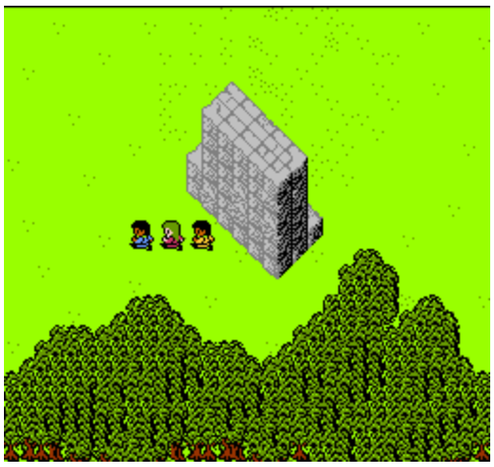
It says we go backward. Backward, south, whatever. Oh, there's someone here. Take any action to speak to the newcomer.

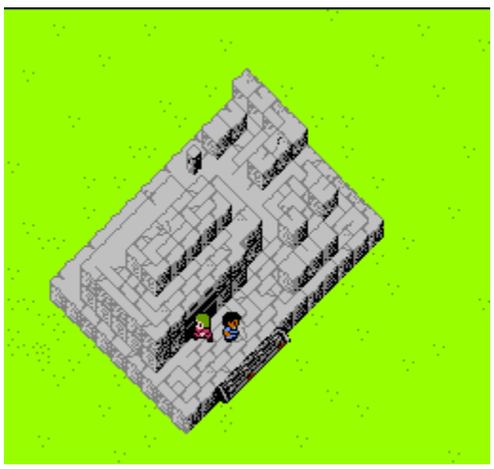
the professor. I don't know what happened to him. I'm very sorry. If only we had been able to find the Sun Key. The Sun Necklace? Yes, we found it in the Warrior's Temple. The demons appear to have put everything back as it was. What? You are going to the ruins now? In that case, you will want to go to the High Priest's Tomb to find the mosaic tile that will open the door to the treasure room.Oh yes, before you do that, you should go to the Nunnery and find the Ixmol Jewel. Whenever you want to stop the exploration, you must look in the jewel first and read the password so you can continue later.

Okay, so Jose has laid out everything we need to begin our quest. Let's see what happens when we **Look** at him.



Seems trustworthy. Now let's head North/forward again. No, we're not going to talk to Anne again. For some reason this is the only way to exit the Laboratory. Once we go Forward we're outside.

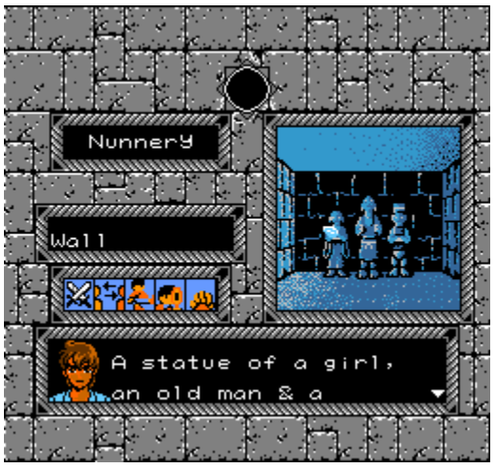




One screen north of the Laboratory is the **Nunnery.** Jose said we should get something here.

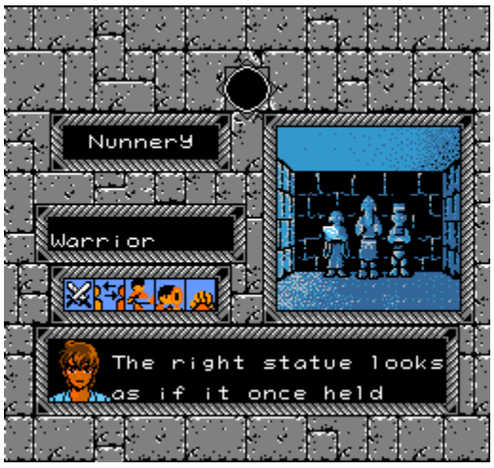
statues standing in a low-ceilinged room.

Looking at the wall just tells us about the statues, oddly enough.



warrior.

All righty. Let's get a look at these statues, going from right to left.

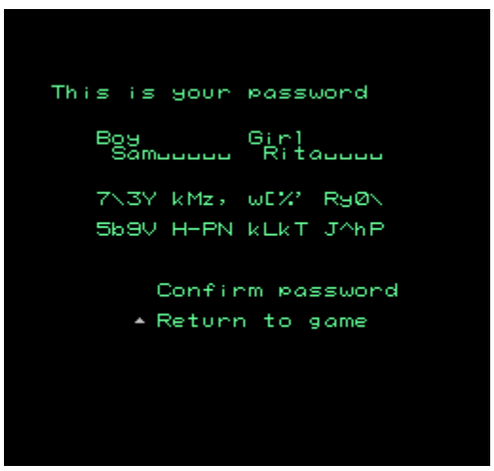


something.

Middle one...

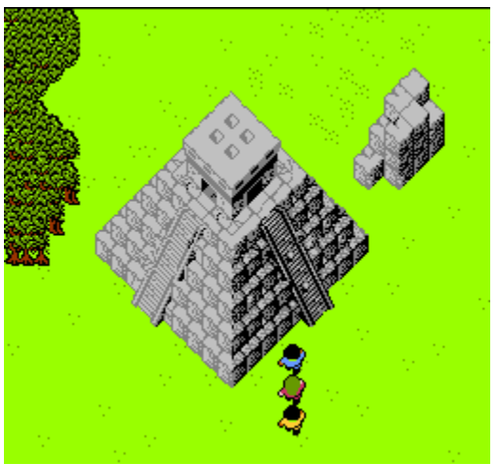
old man.

Looking at the one on the left just gives us this screen. That's because the girl statue is holding the **Ixmol Jewel,** which we take.



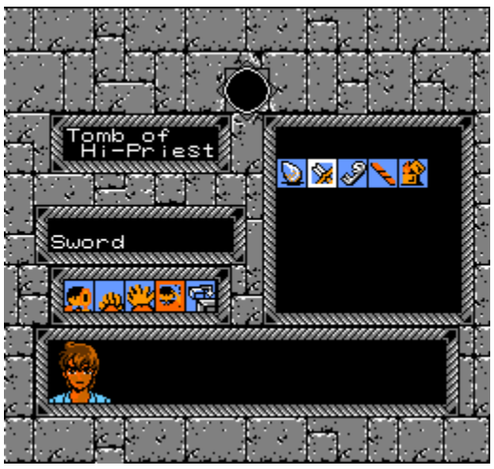
In the last chapter, we finally got the game started and met Jose, who laid out the stuff we need to do. Let's keep moving.

After leaving the Nunnery, we head west, then north. Our goal is the Temple of the High Priest. Here's a shot of the Temple. It's pretty unremarkable.



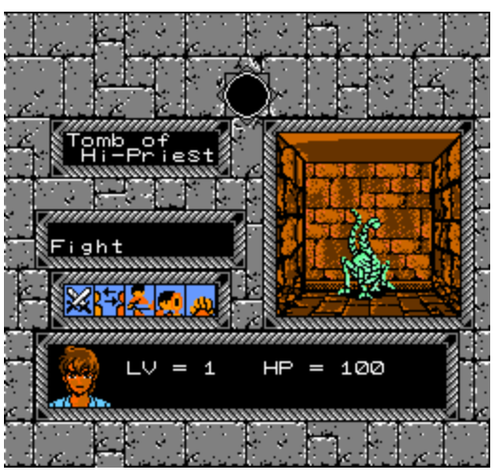
Let's go inside. Mountains of treasure await us!

nothing here.



First thing you're going to want to do is **Use** the Sword. This allows you to equip it. You'll see why we need to do this in a moment.

Here's the reason we needed to equip the sword. Any action activates this battle and I'm not sure if you get a turn to equip so you may as well do it as soon as you enter the room.

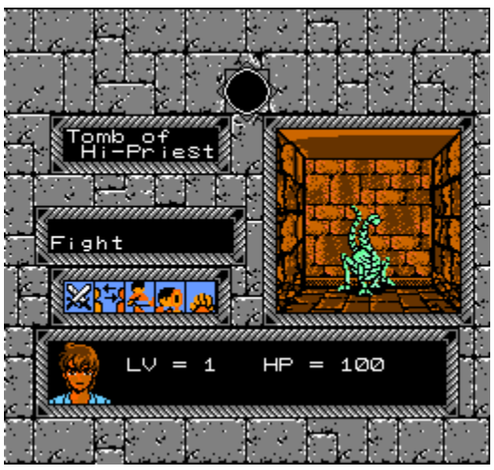


There's our level and number of hit points. Skorper is your basic, bottom-of-the-ladder demon in the demon hierarchy but that doesn't mean he should be underestimated. I discovered that the first time I did this. Here's how that ended:

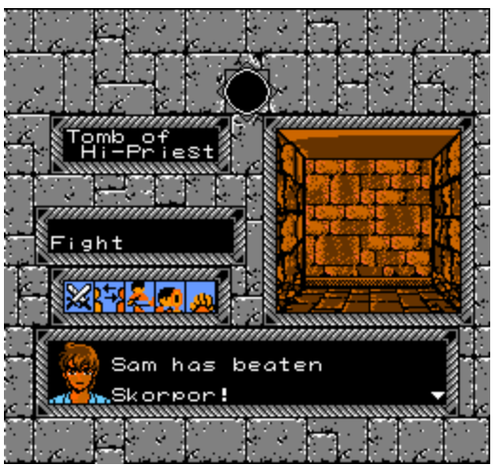
Yeah. This fucker can dodge.

Here's a video of me losing to this numbnuts.

https://www.youtube.com/watch?v=ZCF1NynUobk



Okay, I'm going to try this again...



After a fierce battle of attrition and some luck on my part, I take him down and we can continue. He wasn't difficult; just extremely agile. He also explodes upon defeat. I think all the demons do.

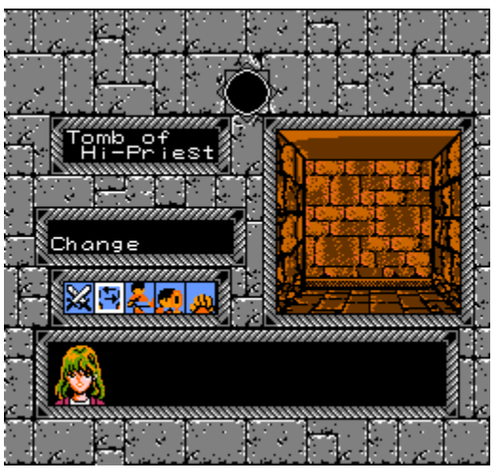
Video: https://www.youtube.com/watch?v=h0CmnklEsfo

Now that we've taken care of that pest, let's **Look** around at our surroundings.

is it?...

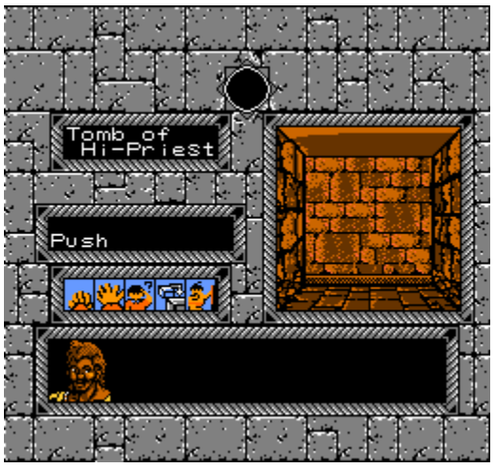
And the ceiling?

Well, that was to be expected, I suppose. Let's **Change** out party members. Each person on the team has a talent. Sam can **Fight,** Rita can play musical instruments, and Jose can move heavy objects by **pushing** them. Yeah, let's switch to Jose.



Rita's portrait, by the way. I haven't shown her yet.

last."

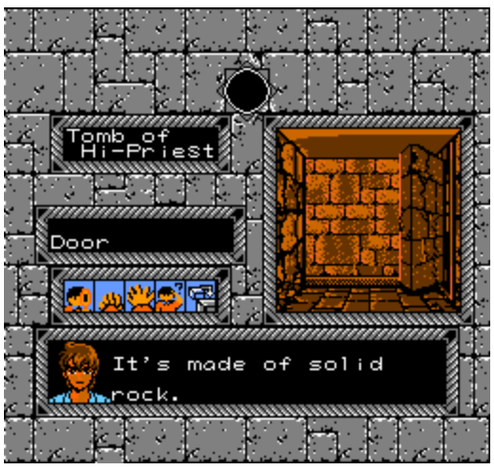


Oh, Jose, you beautiful mountain of manly Mexican muscles, you.

It's nothing.

And humble, too.

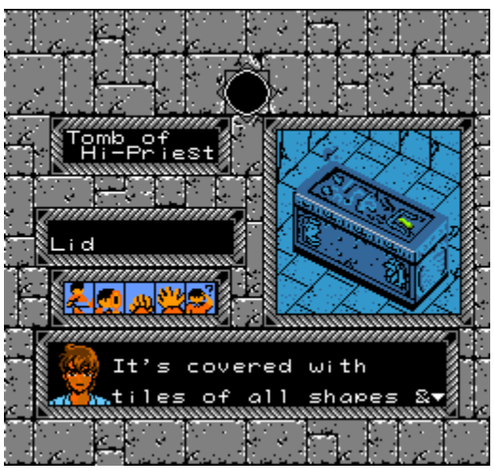
A quick spot check of the new door...



Let's **Go** right.

Nope. No sirree, that's not creepy *at all.*

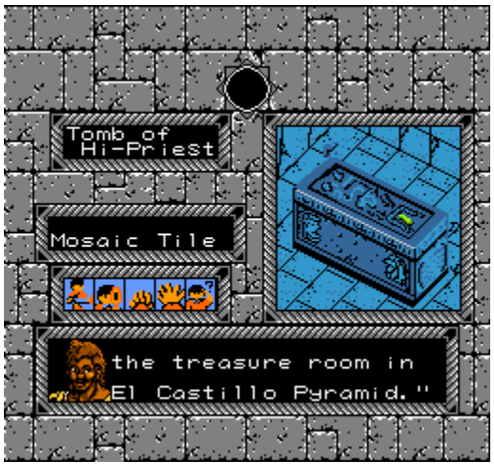
There are lots of things to look at in here. After this room, I'll probably no longer show the irrelevant stuff. Anyway, the Lid...



sizes.

Also, I've come to realize it's not the character giving us these descriptions, but since his mug is up there we'll continue as if he is.

Looking at the mosaic tile causes Jose to chime in.



Looking at the wall gives an odd response.

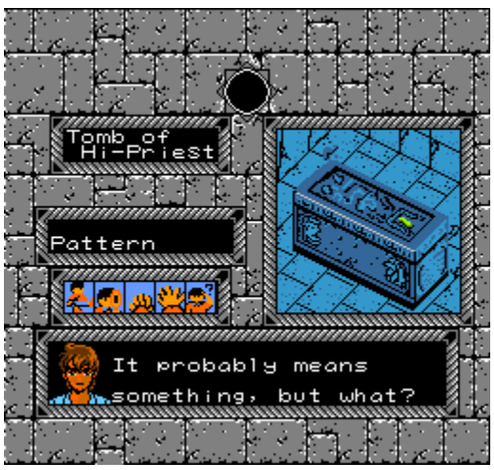
like a wall.

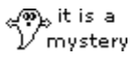
HURR HURR I WONDER WHY THAT IS, SAM?

Moving on to the floor now...

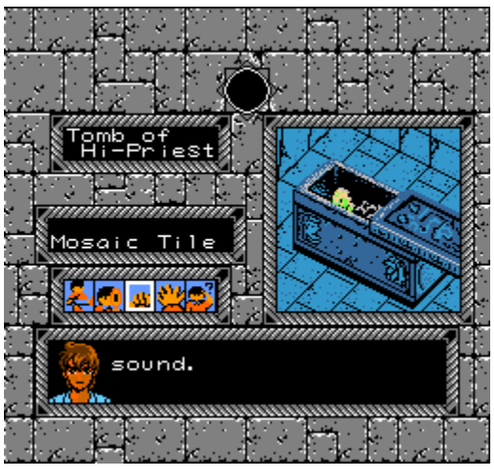
Okay nothing special there. Let's **look** at the coffin now.

sealed with heavy stone.





Let's **Take** that tile now. What's the worst that could happen?



Yeah, I got lazy with transcribing, but ooh! a skeleton! Plus, he's wearing a one-eyed mask. **Looking** at it reveals...

right through you.

In that case, let's get that.

Yoink! Now for a closer look at Mr. Skeleton.

Looking at the skull just reveals bones, also. But if we **Move** said skull...

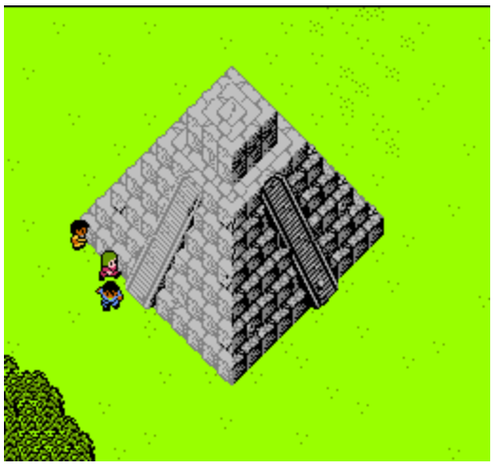
Jenkies! A clue!

We'll not worry about the keyhole for now, except to look at it.

keyhole.

Next time on Tombs and Treasure: **El Castillo Pyramid!**

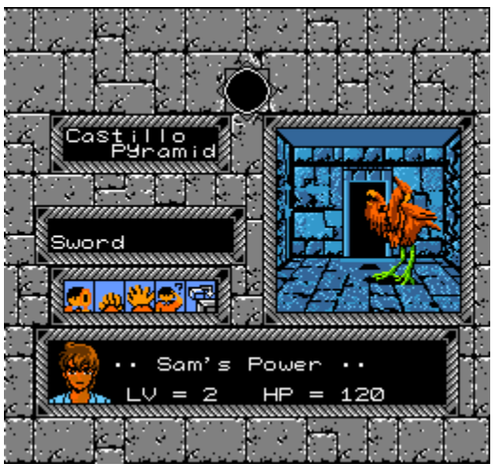
Last time we found and defeated the first of the demon guardians, Skorpor, and then went and disturbed the resting place of a long dead person in our insane quest. Today we're going to go three screens east of the High Priest's Tomb and check out El Castillo Pyramid. Let's mosey.



Kulkulcan.

Kulkulcan is the Mayan feathered serpent god. Read all about him here: https://en.wikipedia.org/wiki/Kukulkan

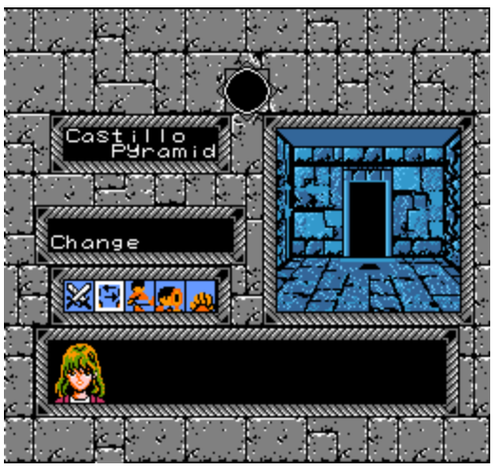
As always when entering a new area, we should **Use** the sword (equip.) When we do, we meet our next demon boss, Two-Beak.



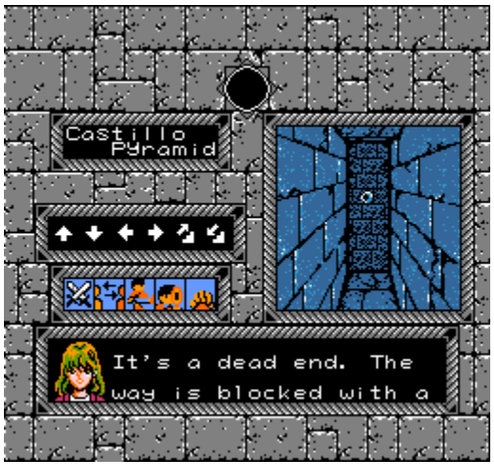
As you can see, we gained a level since Skorpor's defeat. It should make this battle somewhat easier.

Video: https://www.youtube.com/watch?v=nFLWTj-pEFU&feature=youtu.be

I even managed to capture the explosion this time. Let's change to Rita for a while.

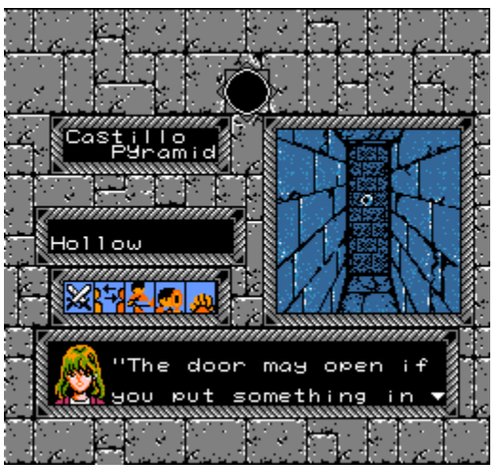


Go forward.



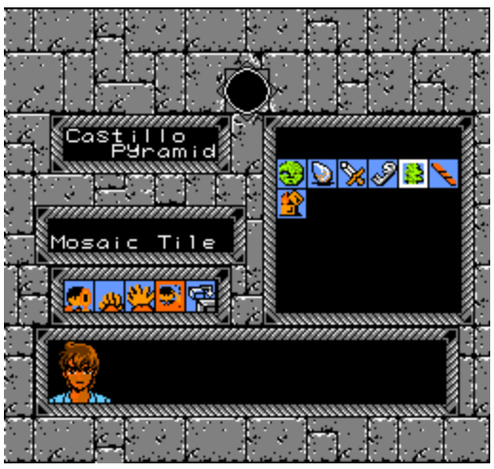
wall.

We find a recess in the wall. Examining it tells us...



the hole."

Rita got an honest-to-goodness line here. Let's see what we have that we can stick in there.



Let's try the mosaic tile. Yes, I'm aware the game switched back to Sam.

slides upwards.

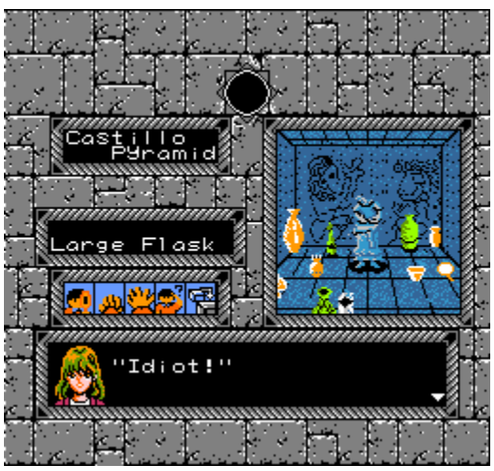
Lots of goodies in here, but let's try to remember where we are. Anything could be trapped. First, let's check out that Globe.

It's called the Globe of Light. Take it to Caracol.

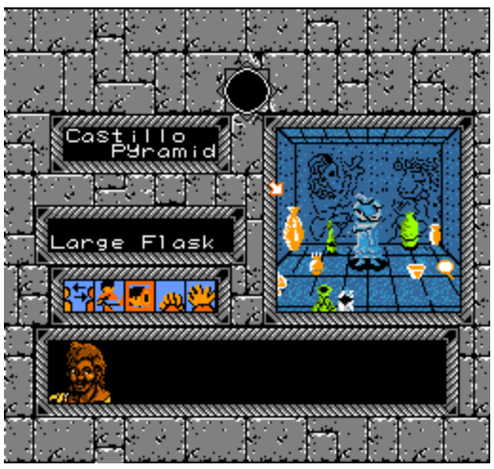
Helpful little cuss, aren't ya, Sam? Yoinking it.

Let's look at the Large Flask next.

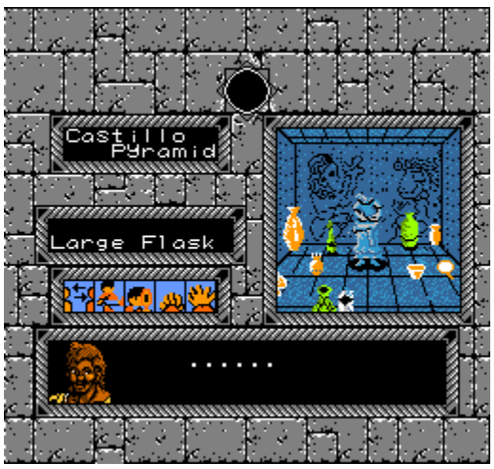
your head. Anyways, it's empty.

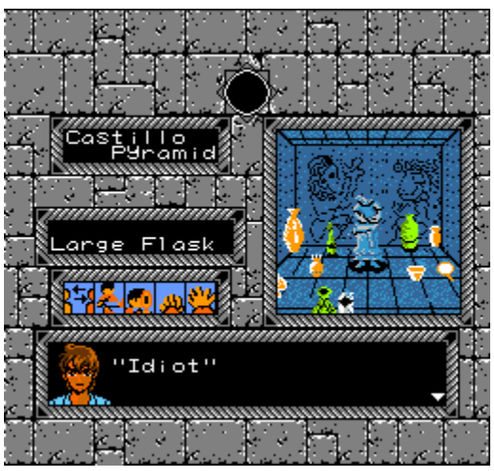


Gee, Rita. That seemed uncalled for. Let's switch to Jose. Maybe he can get a better look.

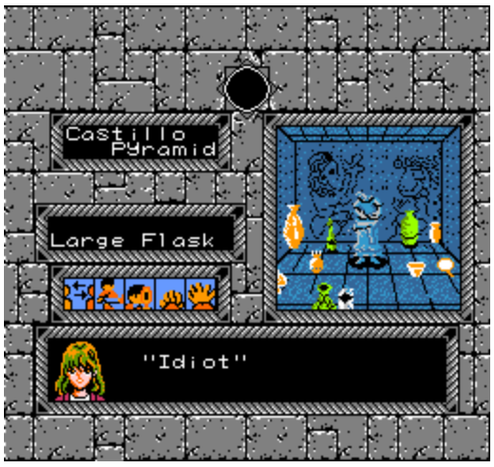


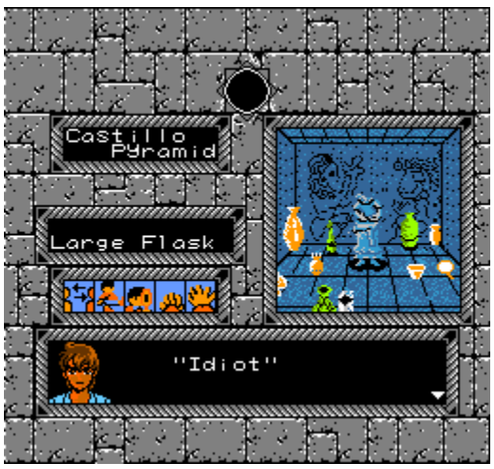
The same lines repeat from when Sam looked, but something new this time...

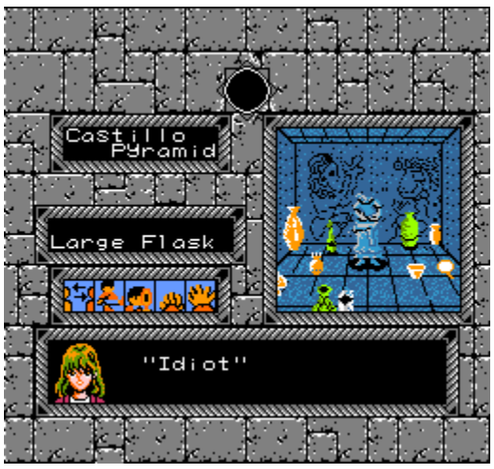




You just shut the fuck up, Sam. You couldn't find anything, either, and you hit your head just like Jose did, so don't act all superior.

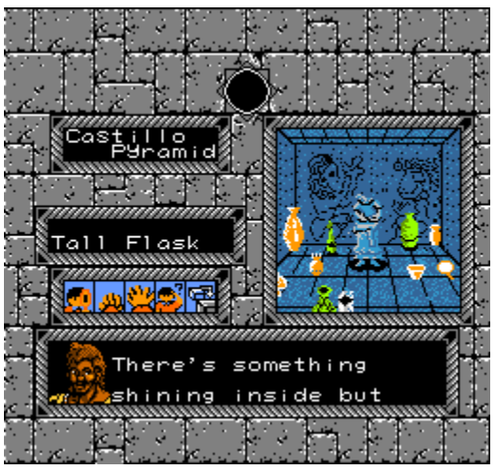






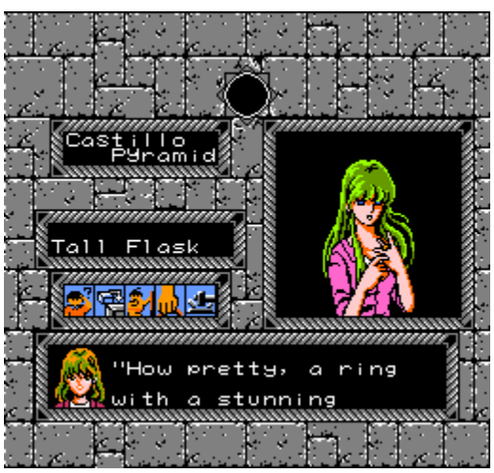
No, I didn't accidentally add the same screenshots. Both Sam and Rita call Jose an idiot twice.

Haha. Jose, you are awesome. Enough screwing around. Let's check the Tall Flask next.



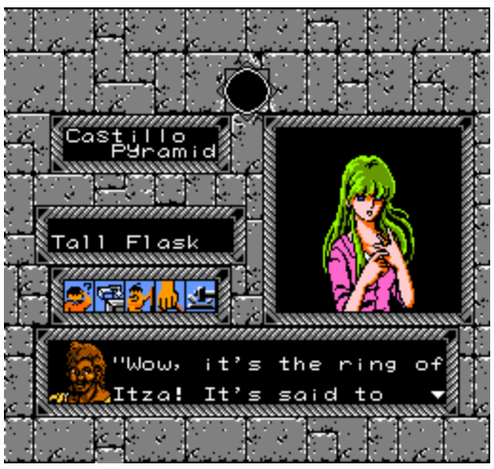
the neck's too narrow to get it out even if you turn it upside down.

Then how the hell did they get it *inside?!* Fuck it. Let's **Smash** the thing.



jewel! And look, it fits my finger perfectly."

Could be cursed, Rita, you kleptomaniac.



have the power to defeat evil. To think that such a famous ring was hidden here! I don't know what use it'll be, but be careful not to lose it."

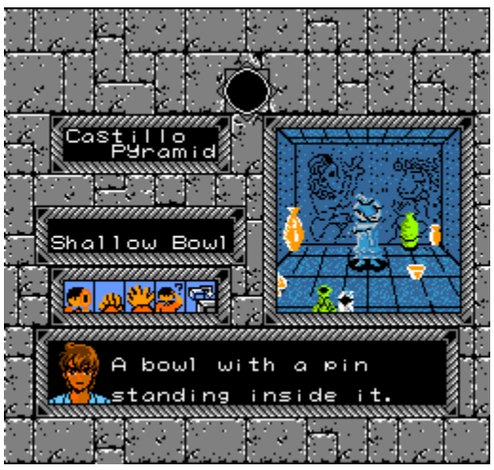
Gold Mirror next.

and doesn't reflect.

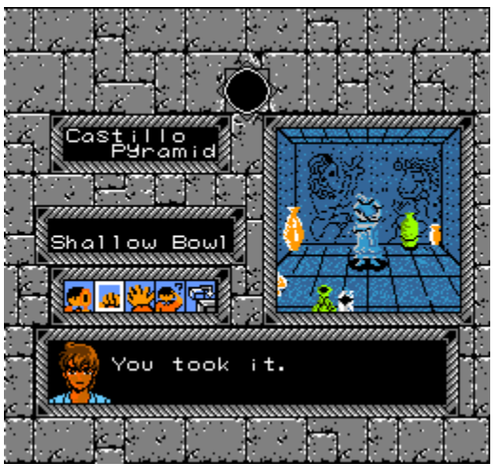
Mine. Hm. What else is there? That Gold Stand looks interesting.

something about 4" across.

We'll snatch that, too. Shallow Bowl?



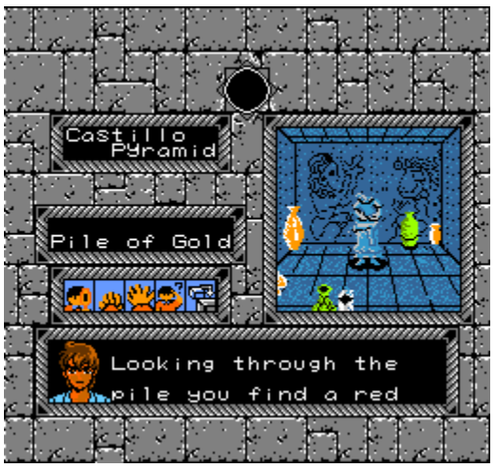
This will act as a compass once we find the right tool.



Taken. Looking at the regular Flask nets us a rod.

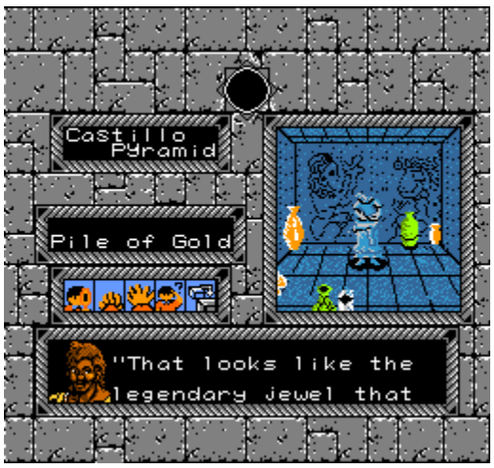
with iron sand.

There's a pile of gold here, but it can't be taken. Let's **Move** it, then.



jewel.

Be sure you get this jewel. It's very important!

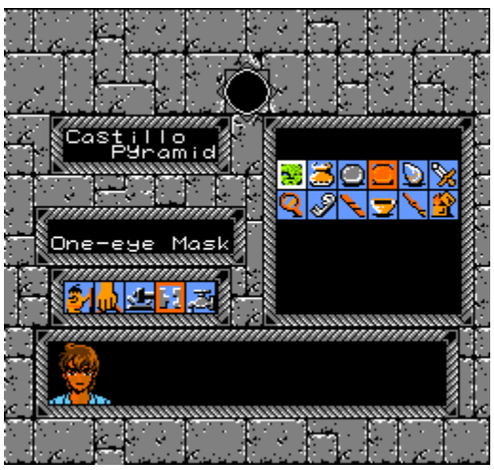


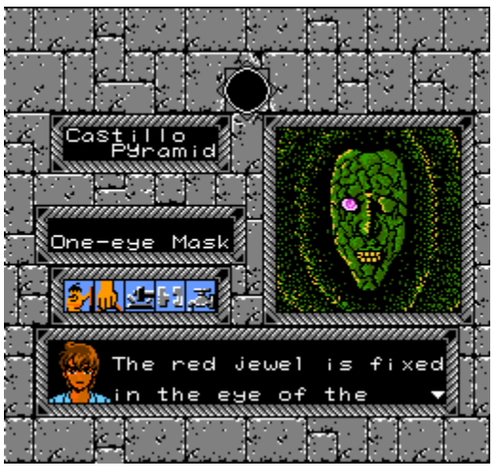
the professor was searching for!"

mask, it would make secrets become visible!"

"He also said that, used on the sword, it would create a magical power!"

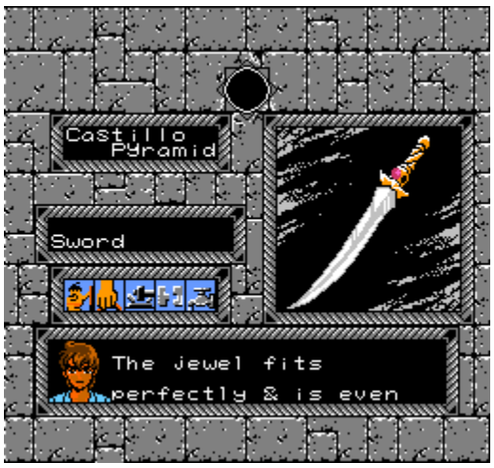
Okay, let's **Join** the red jewel on the one-eyed mask first.





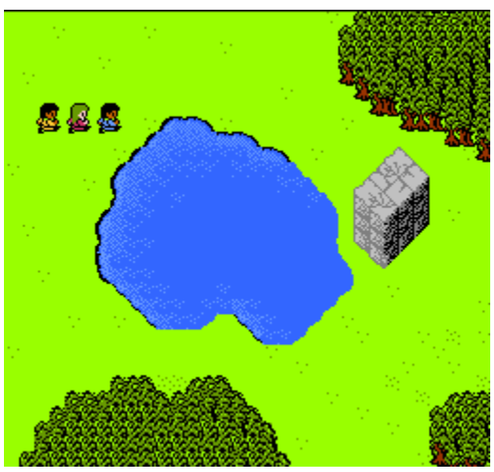
mask.

Creepy as shit. The guide I'm using says to use the mask here, but nothing happened when I did. Let's **Join** the red jewel to the sword now.

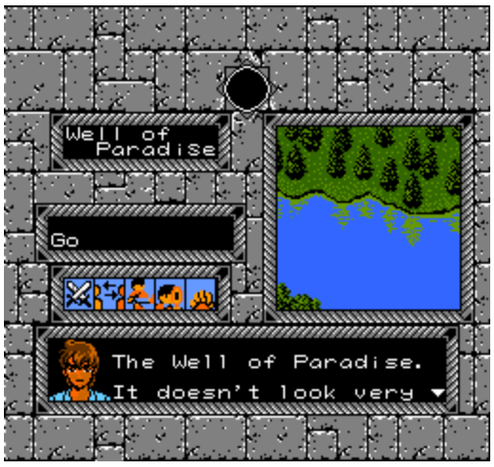


redder than before.

This basically powers up the sword so that we can take on tougher demons. We're done here for now. The next place we should go is to the Well of Sacrifice. From El Castillo Pyramid we go two screens south and one screen east, to this...pond like area.



Enter the Well from that stone area on the right.



deep.

Okay, let's inspect a little more. Looking at the Well gives us this:

Lovely but not helpful.

Shut up, Sam. Yes, this is one of his lines.

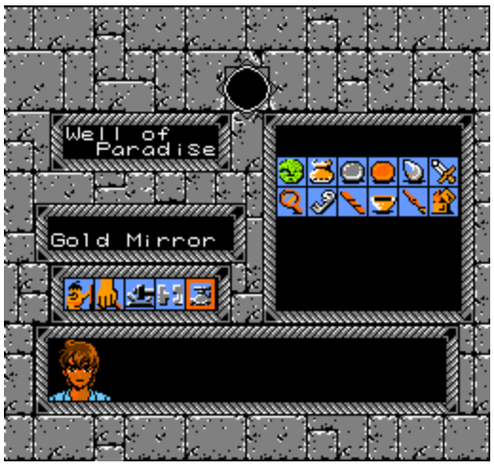
Let's peer into the water.

sun.

This next bit is screencapped. It's a conversation.

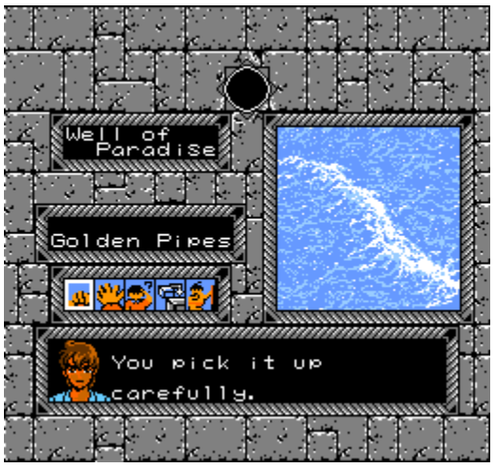
Sam is such a tree hugging hippy.

Rita gives no fucks. All business, this one. Fine. Let's do what we came here to do, which is to **wash** the Gold Mirror.

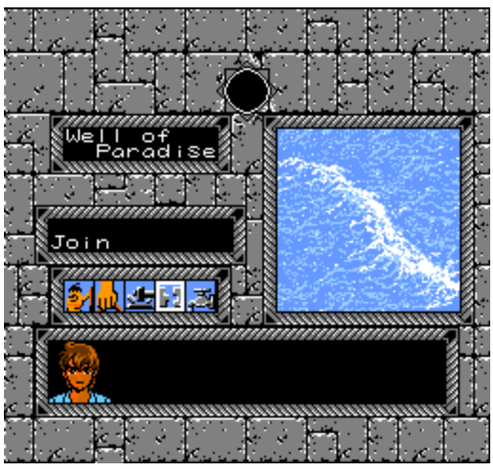


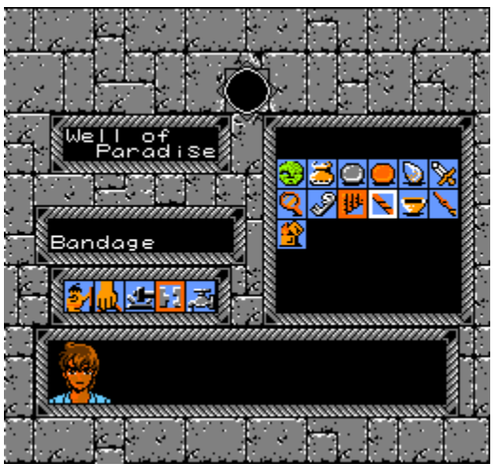
mirror shines brightly. There's something shining in the water that looks like Pan pipes.

Interesting. Well, the water isn't deep so we can just grab the pipes.



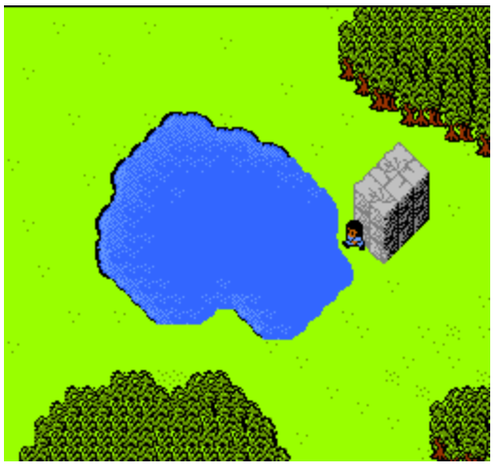
Okay. You remember when I said we'd need that bandage we started with? Let's **join** the pipes with the bandage so we can fix them.


Well of
Paradise
Join


Well of
Paradise
Bandage

Well of
Paradise
Bandage
You stuck the bandage
over the hole and

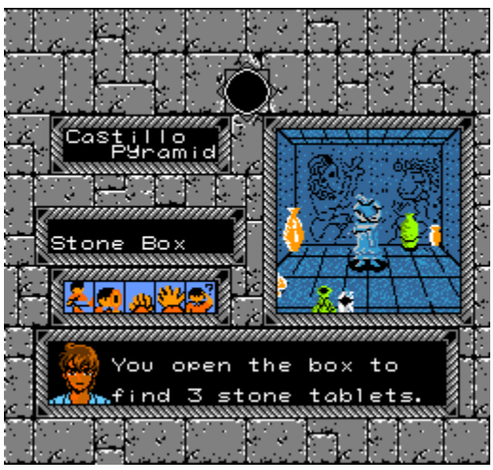
fixed them.



And since there's nothing else to do here right now, we leave the well and end the chapter.

We'll start off this chapter with fixing a mistake. Earlier I mentioned at El Castillo that I couldn't get the One-eyed Mask combined with the Red Jewel to work. That was because I forgot to open the Stone Box there. This is important not only because it provides clues for the quest but also because this action will *raise your level by one.* We need all the help we can get when tackling the demons so let's get to it.

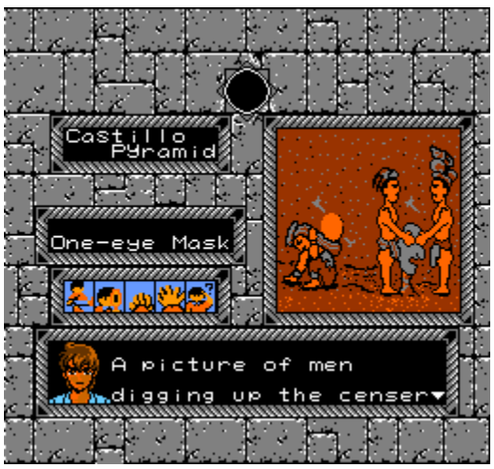
Strangely, just **looking** at the box opens it.



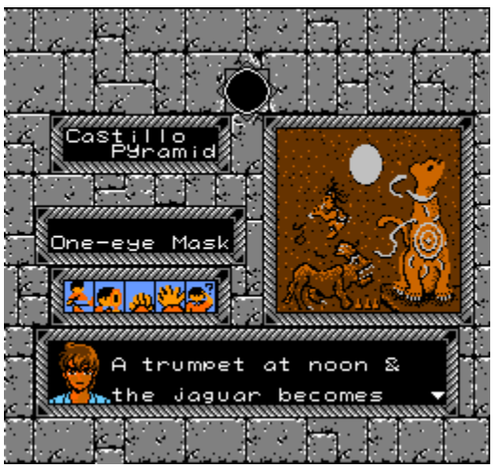
They seem to have pictures on them, but you can't make them out. There must be some way to see them, though...

There is. Here you combine the One-eyed Mask with the Red Jewel then **Use** the Mask.

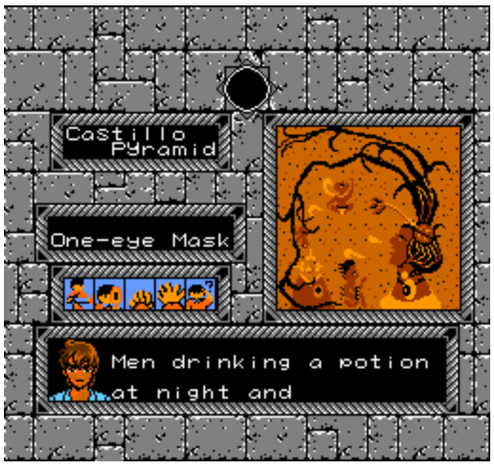
become clear.



at dusk.

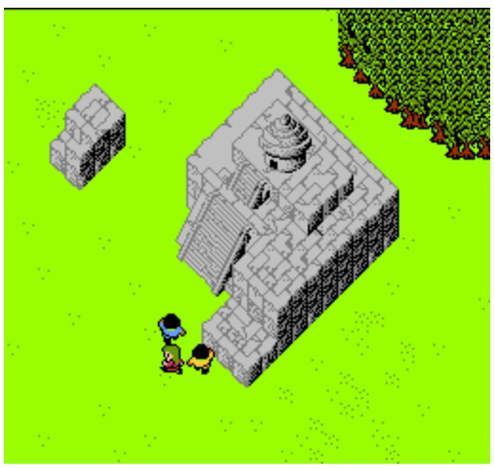


a statue.

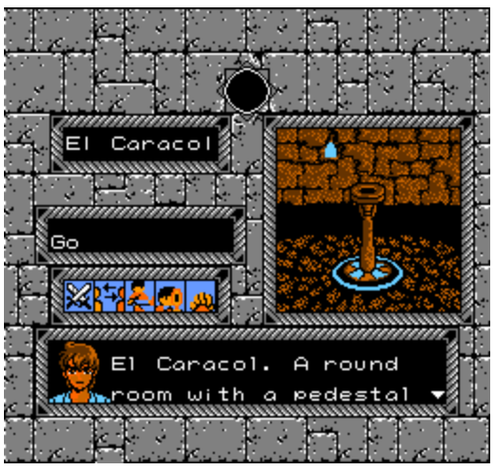


shrinking. To solve this riddle, you will have to discover the Sun Necklace & find the position of the sun.

All right, now that we've done that, let's get to El Caracol.

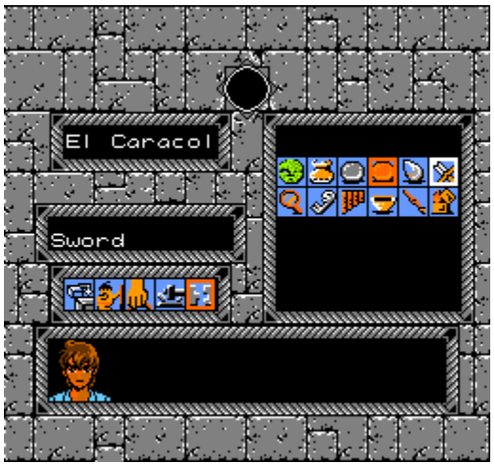


El Caracol is just northwest of the Nunnery.

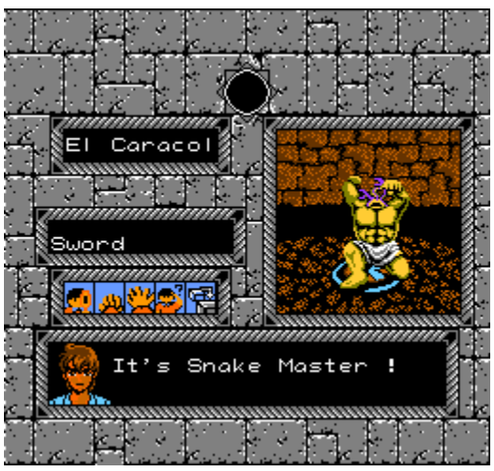


in center.

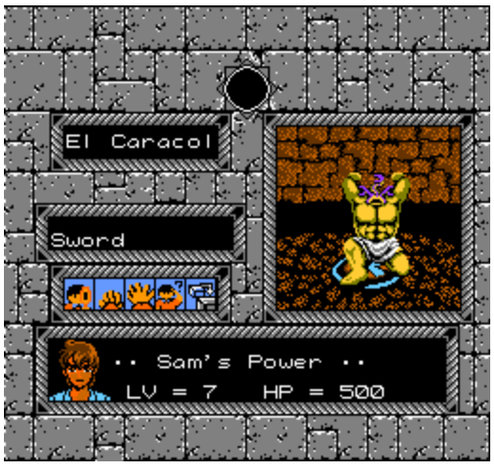
There's been a pattern of demonic assault when we hit new buildings, so let's go ahead and prepare. First thing we want to do is join our red jewel with the sword. This boosts our attack power on certain demons.



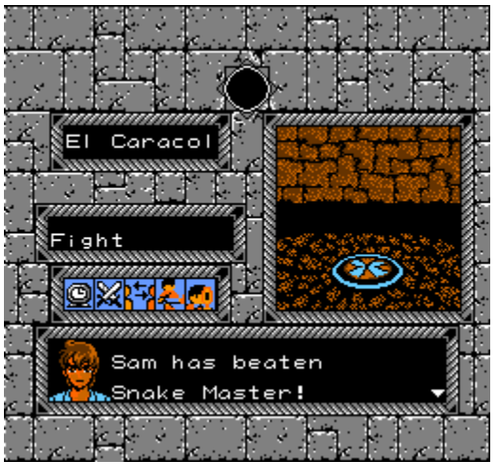
Make sure you get a screen telling you that you've actually joined the items. Don't worry if the demon shows up; you always have time to execute your actions before it attacks. Here's the demon guardian of El Caracol...



A name like "Snake Master" would imply he uses snakes or something. He doesn't. He is not a threat as long as you use the Red Jewel/Sword/Fight combination.

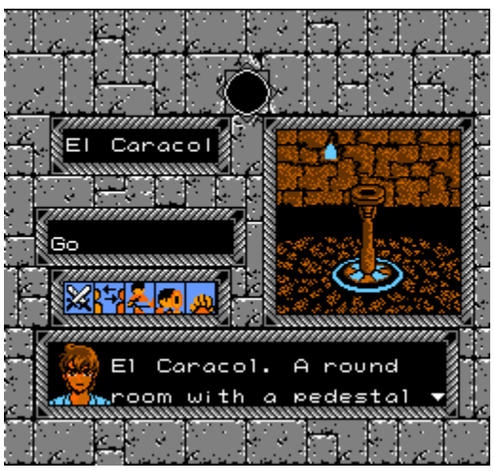


There's our current level and hit points, for reference.

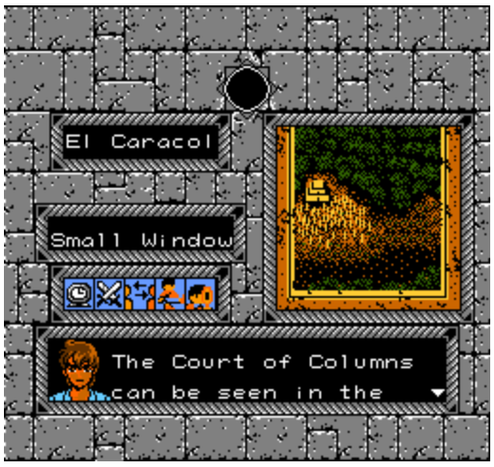


He goes down quicker than my sister on prom night.

Video: https://www.youtube.com/watch?v=ykAAoVA-REI

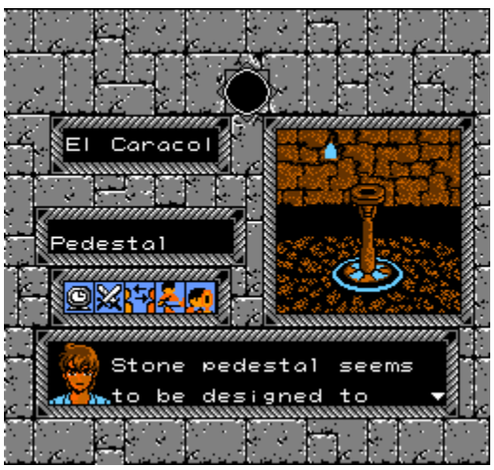


Same screenshot as before, just so we can get a look around here. Let's look out the small window first.



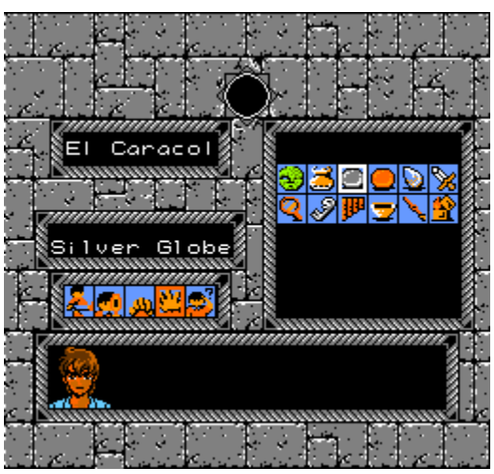
distance.

You're going to get used to seeing the Court of Columns, as we will be bouncing back and forth between there and El Caracol a lot in this chapter. For now, we have more to do here. Let's look at the Pedestal.



hold a globe.

A globe? Hey, **we have one of those!**



Put it on the pedestal and...

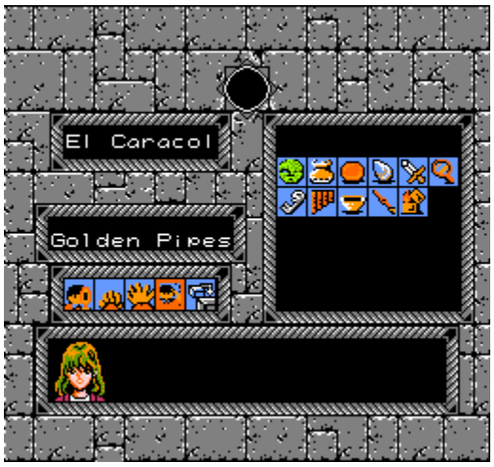
perfectly.

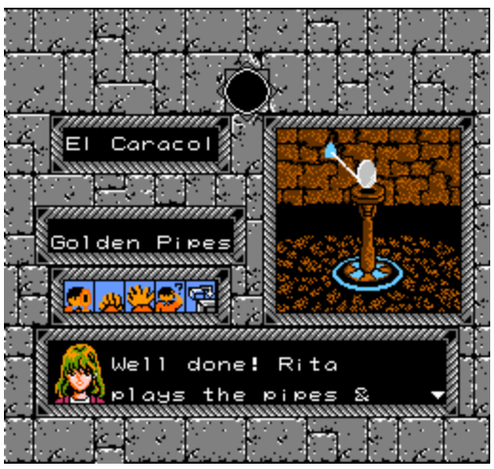
awaken the globe.

Hm... beautiful sounds... I got nothing. How about the others?

let me try."

Remember that Rita is the musically inclined member of the group, and we have a repaired set of Pan pipes on hand. Let's bring that out.



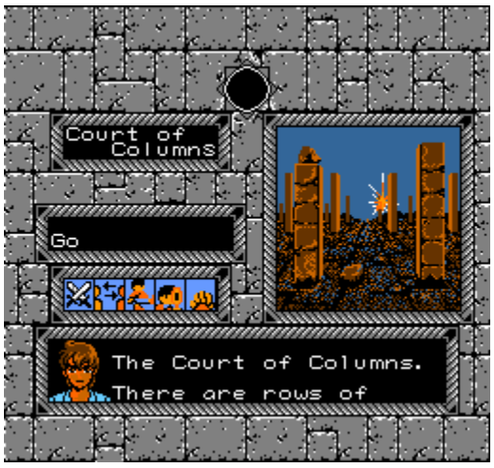


makes a lovely sound. Suddenly the globe becomes transparent & a beam of light shoots out.

Oohhh magic!

Now we have to go to the Court of Columns. That's three screens north of El Caracol, then east a few screens. Here's the area we want:

You'll have to do a little creative maneuvering, but once you do, just walk into the columns.

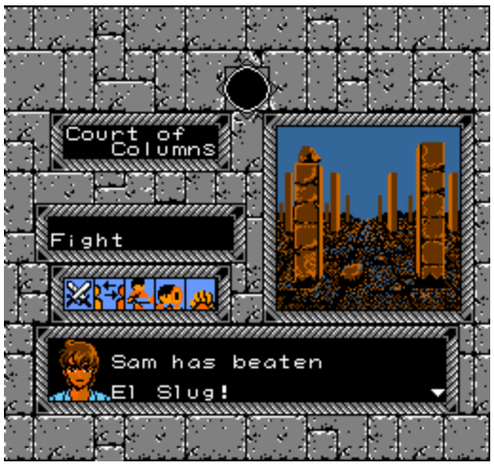


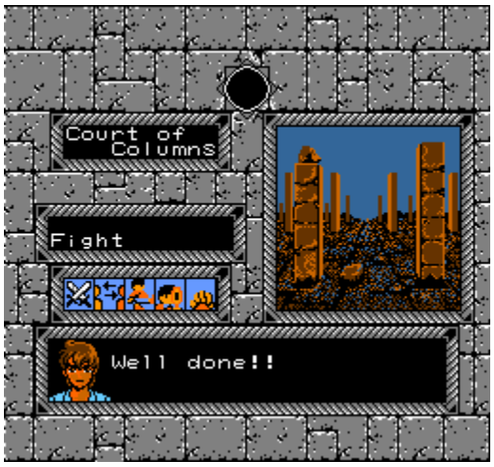
Columns.

Captain Obvious does it again. Before we even look around, let's make sure our Sword's equipped. Okay, and cue another battle.

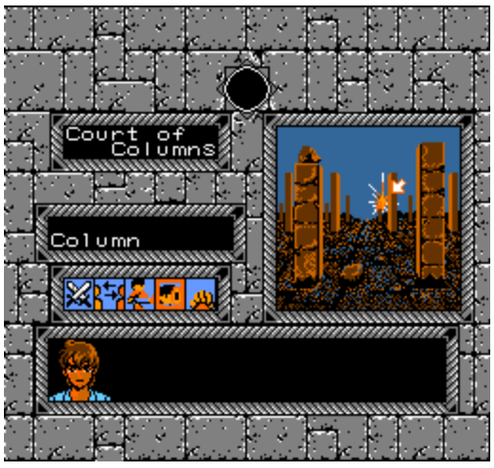
This creatively named spawn of Hell is the next demon on our hit list. He's a pushover, provided you've done everything you're supposed to do at this point.

Video: https://www.youtube.com/watch?v=chvlCeP6fmg&feature=youtu.be

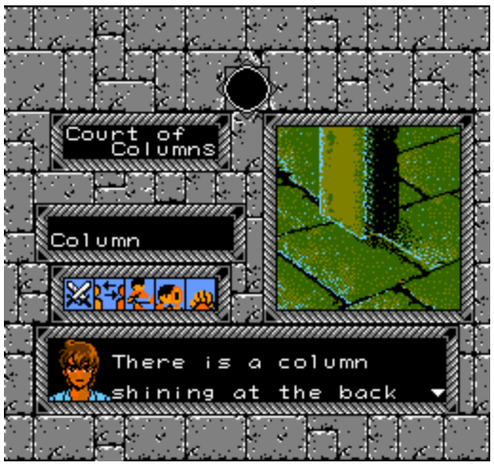




Easy peasy.

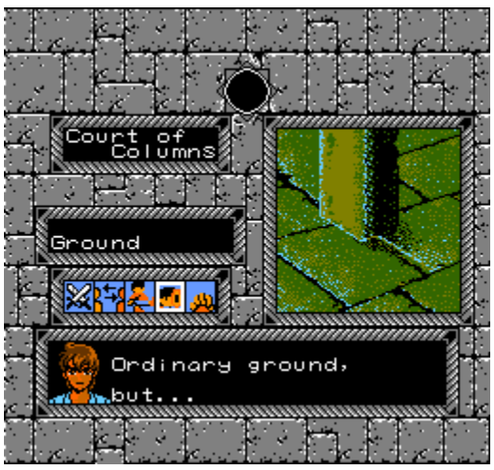


A look at the Column with that light glimmering off it gives us this:

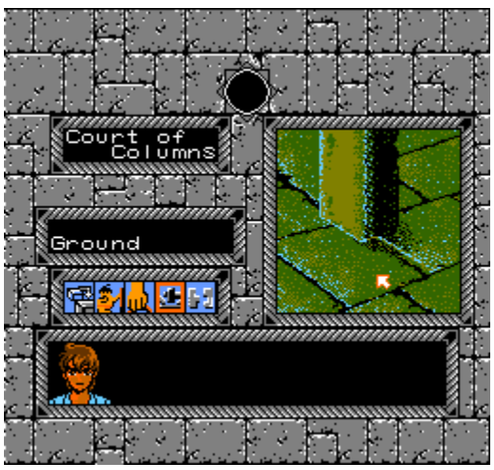


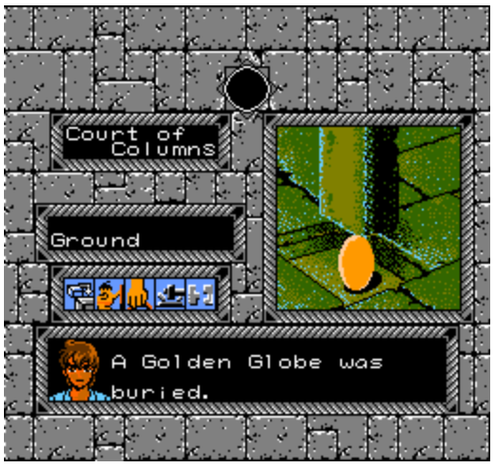
of the court.

A cursory glance at the ground offers an odd description.

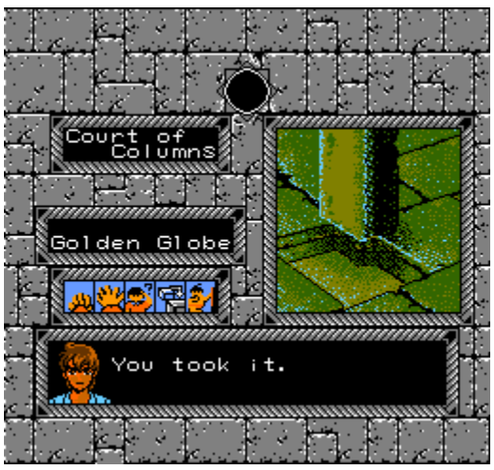


But what? WHAT? Sam **smash** stupid ground!

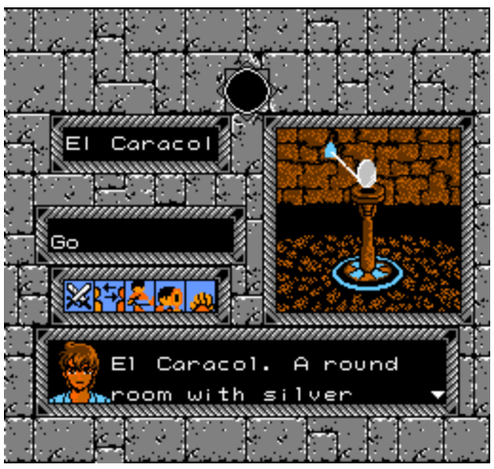




Gee, I wonder whose award that was? Oh, never mind. Wrong Golden Globe, I guess. Do-de-do-de-do... Yoink!

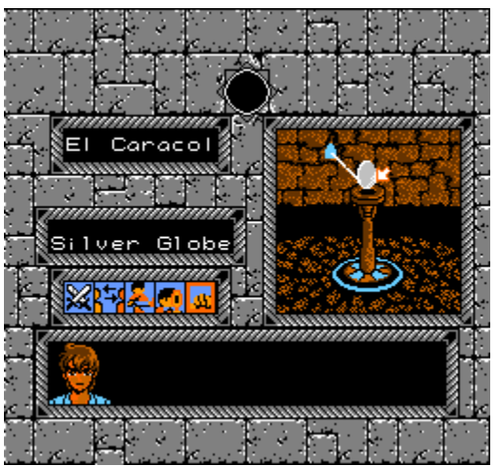


Now it's back to El Caracol. We're going to be repeating a lot of the previous actions here (planting a globe on the pedestal, playing the pipes, etc.)



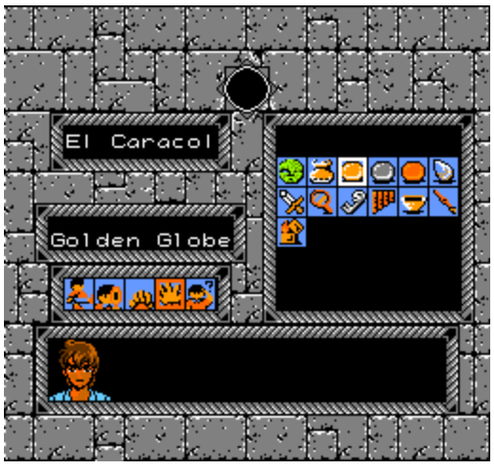
globe standing on pedestal in center.

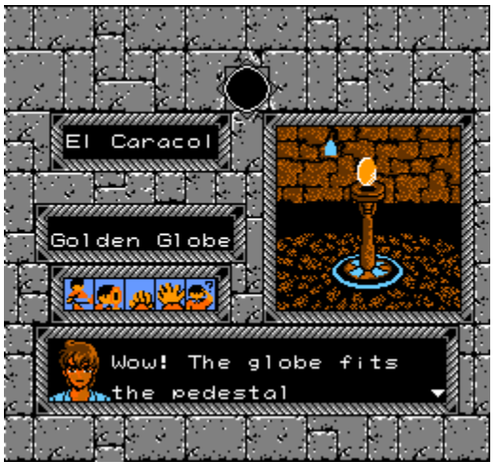
Remember that Golden Globe we picked up at the Court of Columns the first time? Basically we're going to wash, rinse and repeat our actions here. So first, let's remove the Silver Globe.



silver again.

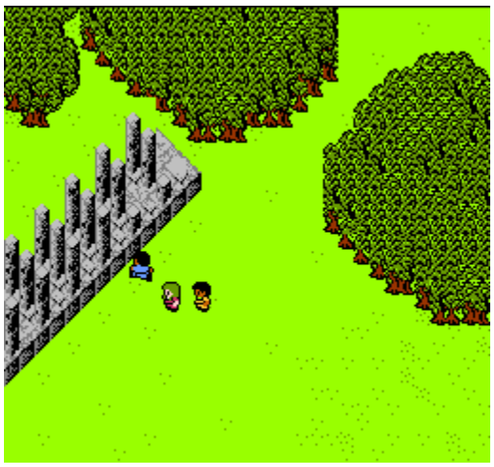
Now we put the Golden Globe on there.



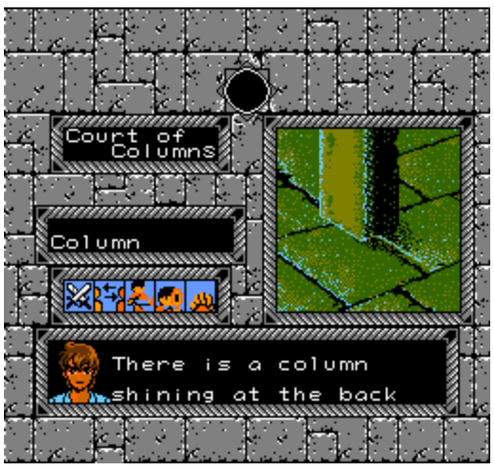


perfectly.

Same message. Rather than bore you with the next few screenshots, I'll just tell you what happens. We change to Rita and have her play the pipes again. After that, it's back to the Court of Columns for more fun.

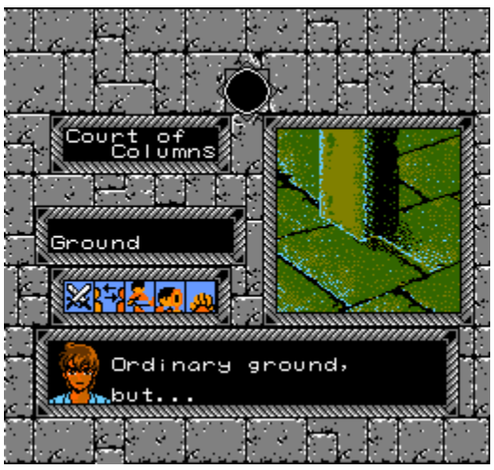


So here we are again, back at the Court of Columns. Adventure awaits! Yeah, right. Upon entering, we take a look at what is supposed to be an entirely different column and repeat even more actions.

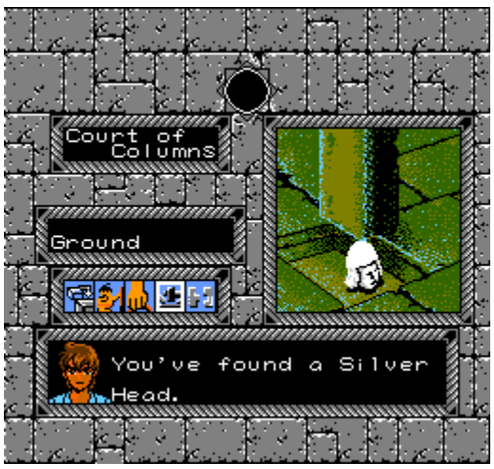


of the court.

Look at the ground, get same message...

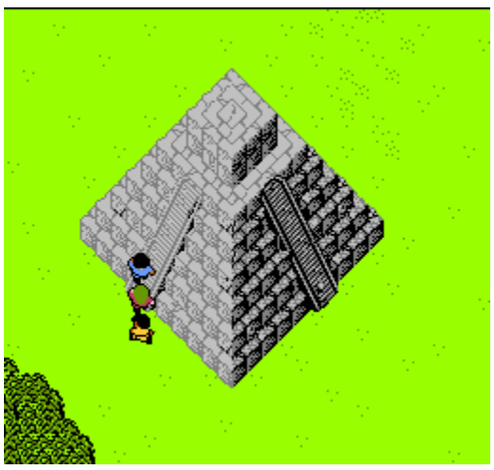


But smash it there and we get head, and I don't mean from Rita.

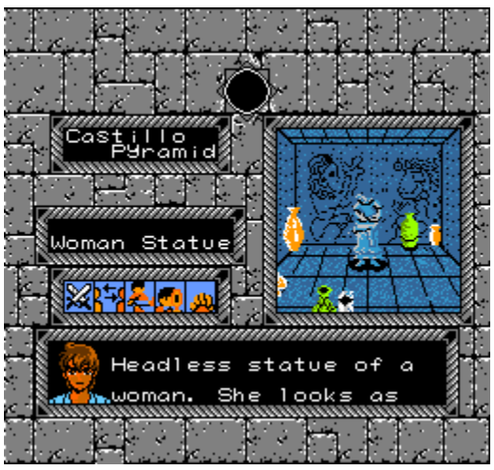


...And cue disappointed sighs everywhere.

Taking it, we discover it's apparently a bit on the heavy side. Now, we'll change shit up and go back to Castillo Pyramid.

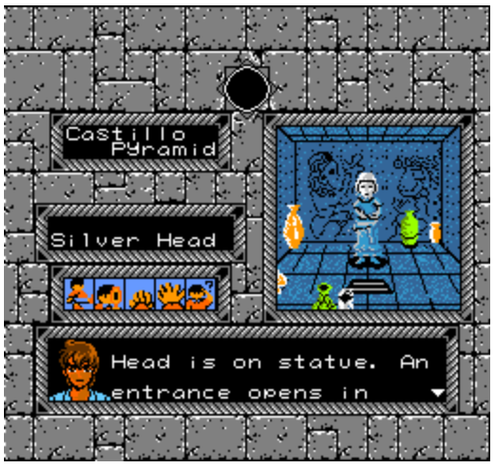


After going through the entrance, we're going to do some new things. Let's check out that statue again.



if she once held treasure in her arms.

The statue is headless. We'll fix that!



floor.

Articles like "the?" Who needs 'em? Anyway, you should notice the hole in the floor now. We've Scooby Doo'd ourselves a secret passage!

Downstairs, then.

Nothing gets by Captain Sam Obvious! What sort of goodies are down here, anyway?

like water.

Booooring. What about the small one?

size of a bottle of eyedrops.

We'll yank both and check out the Stone Box here...

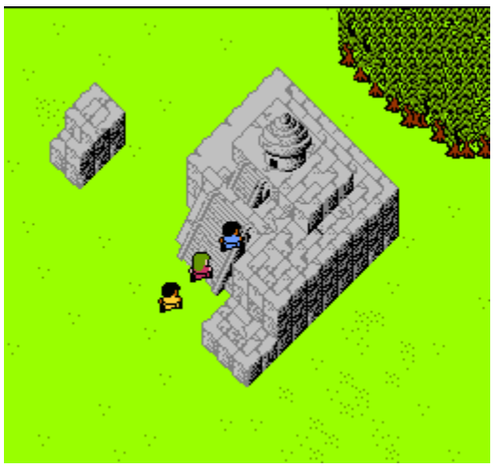
inside.

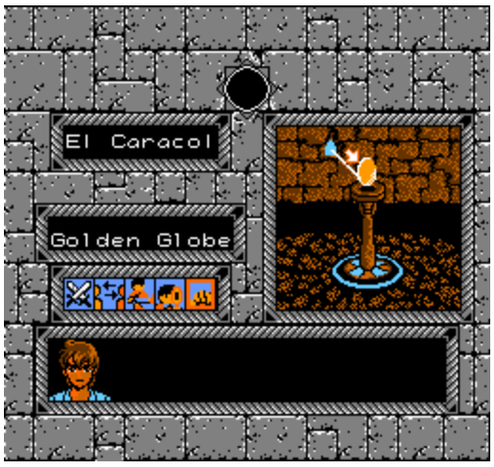
The bag went into our inventory. As it turns out, it holds incense.

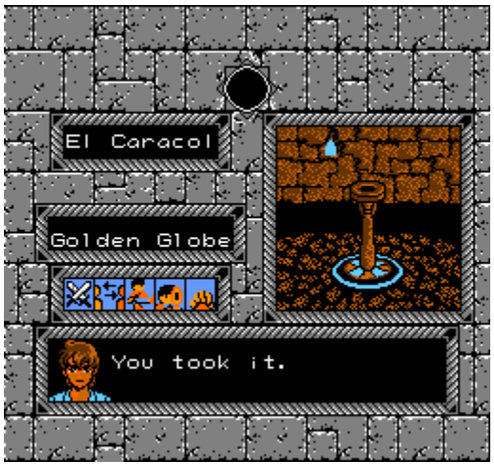
smells nice.

That does it for this chapter. Next time, more thrills, chills and thievery!

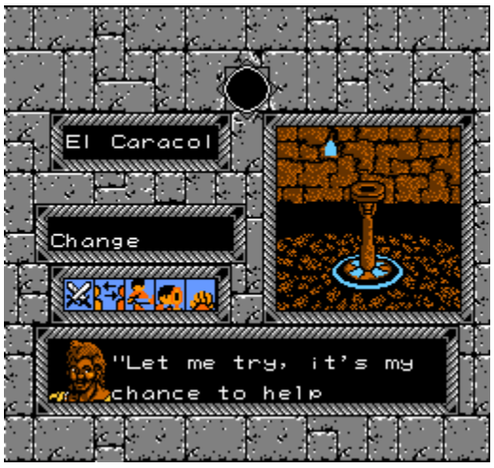
For this update, we've got to return to El Caracol one more time. If you think it's pretty ridiculous that we have to go back and forth so much, wait until we get to the **Temple of Warriors** segment...



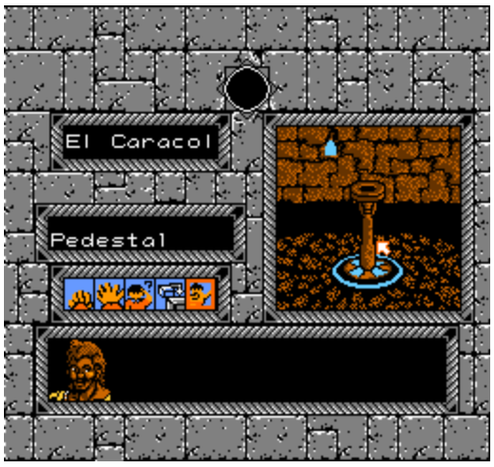




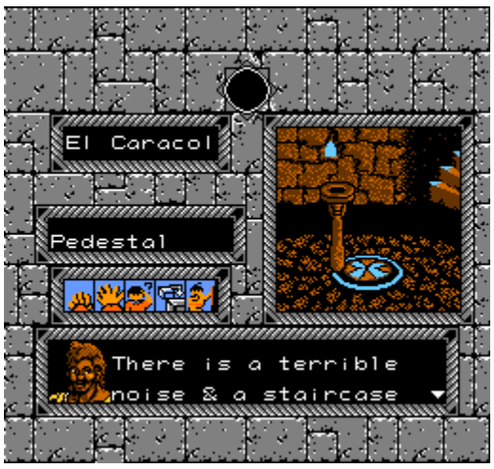
After sitting through the description again, we take back our Golden Globe. We have to make use of it again in a bit. Seemingly, we have nowhere else to go, but let's change to our main Mexican muscle man (TM) Jose. Maybe he can do something.



finally."



Push the pedestal over with Jose, adding vandalism to our group's ever-growing list of crimes.



appears.

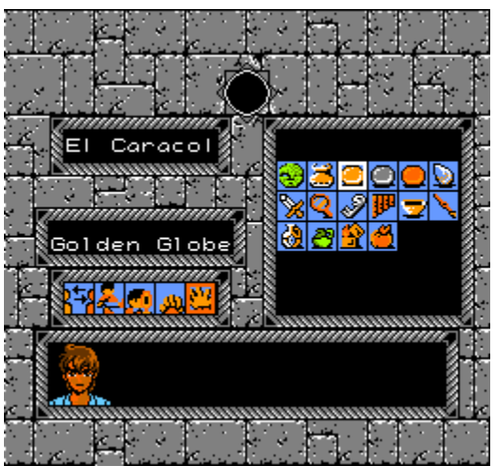
Once again, more Scooby Doo bullshit turns the tide in our favor. A new area awaits! Looking at the staircase tells us pretty much the same thing as above.

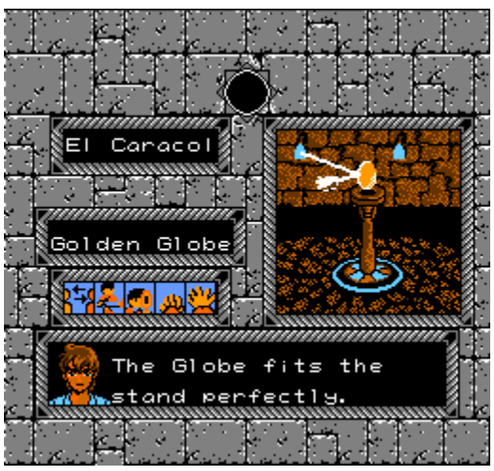
up.

The way to **Go** is upstairs, obviously. Once we get there...

the 2nd floor.

Captain Sam Obvious, to the rescue! Yeah, I know...that's played out at this point. On another note, is anyone else experiencing a sense of *deja vu*? Let's try our Golden Globe here and see what happens.

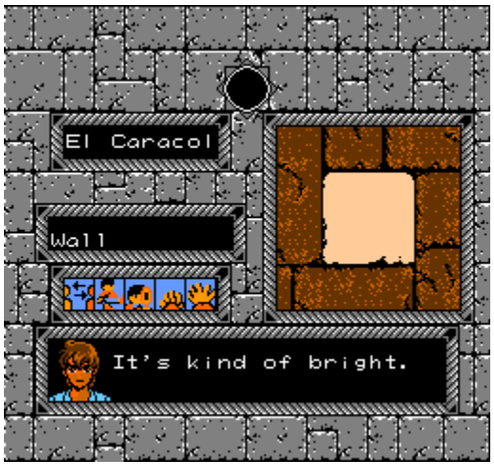




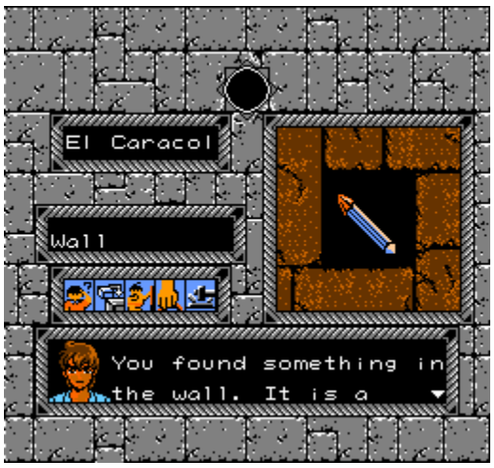
Light from the left hand window hits it & it becomes transparent, reflecting a beam of light onto the wall.

If you're playing along while reading this, you may not get this screen right away. If the light beam isn't pointing where it is in the image, you'll have to use the **Wait** command until it does. I got lucky.

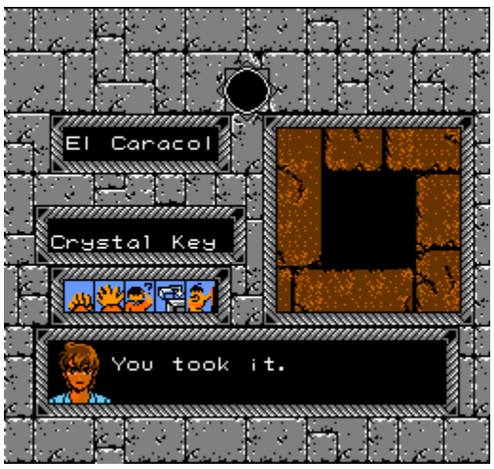
Examine the wall with the **Look** command.



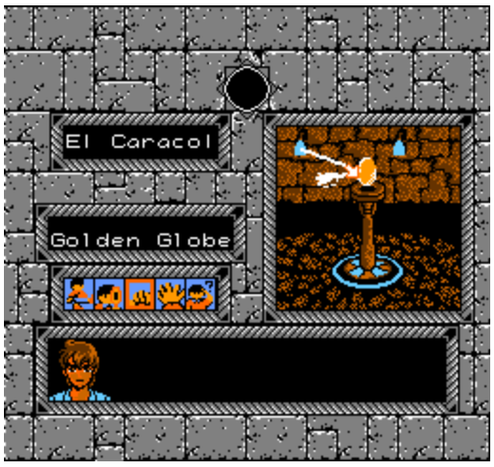
Much like the Hulk, Sam has anger issues and so feels the need to **smash** things he doesn't understand.



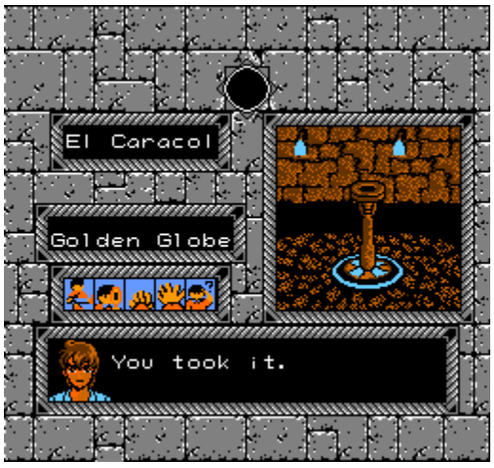
~~vial of crack~~ *Crystal Key.*



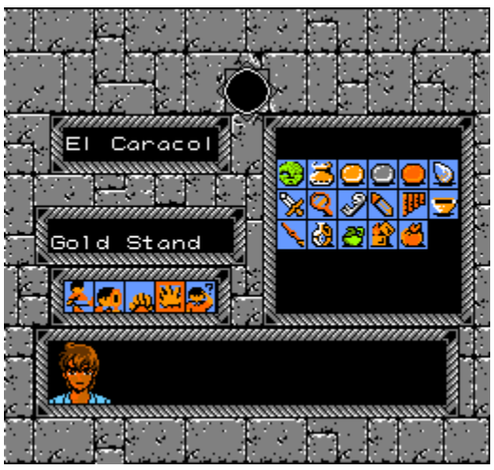
Theft, the coolest of crimes. We're moving up in the criminal world, eh? We can go backwards and return to the other screen now.



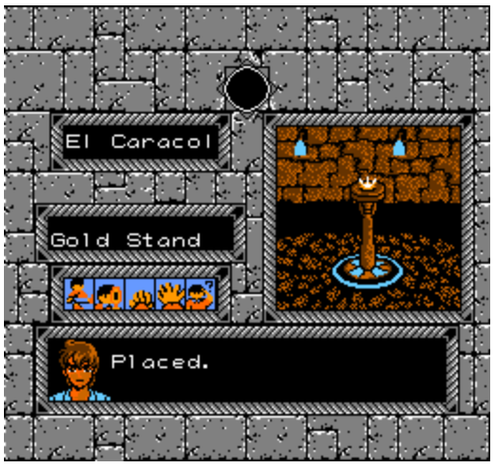
However, we're not done here yet. Yoink!



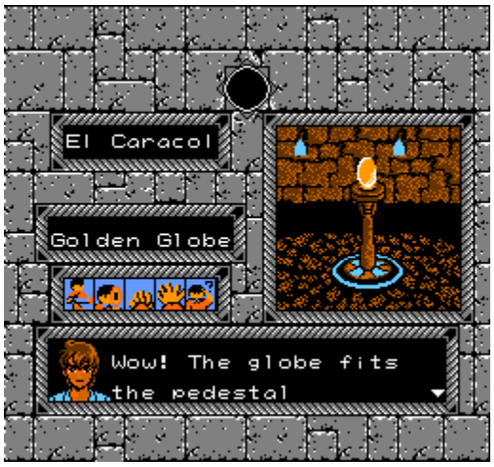
I don't know how anyone got through this without a guide back in the day, as this next bit is very vague. Goddamned Nintendo and their helpline bullshit. This part ranks right up there with *Castlevania II: Simon's Quest.*



First, **put** the Gold Stand on the pedestal. Yes, you read that right.

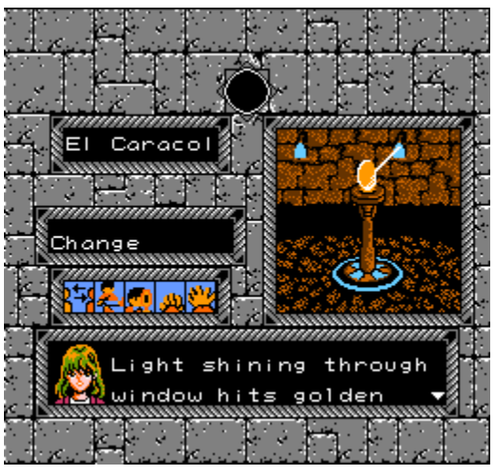


Next, **put** the Golden Globe on the stand.

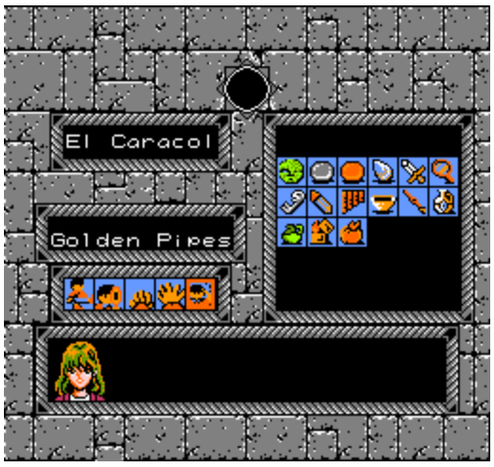


perfectly.

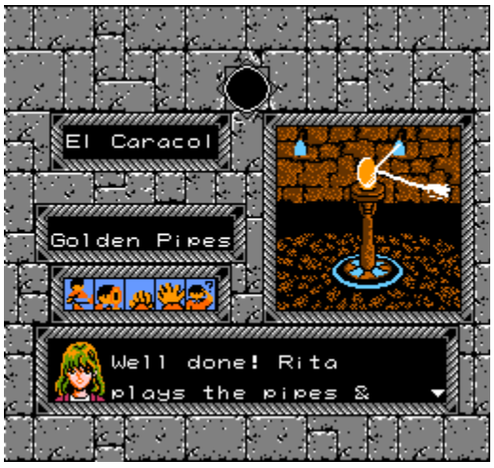
Note that it still says *pedestal* and not *stand.* Let's change to our music maker because nowhere does it tell you you have to do this. Back in the day I gave up at this point since **Waiting** did nothing else for me.



globe.

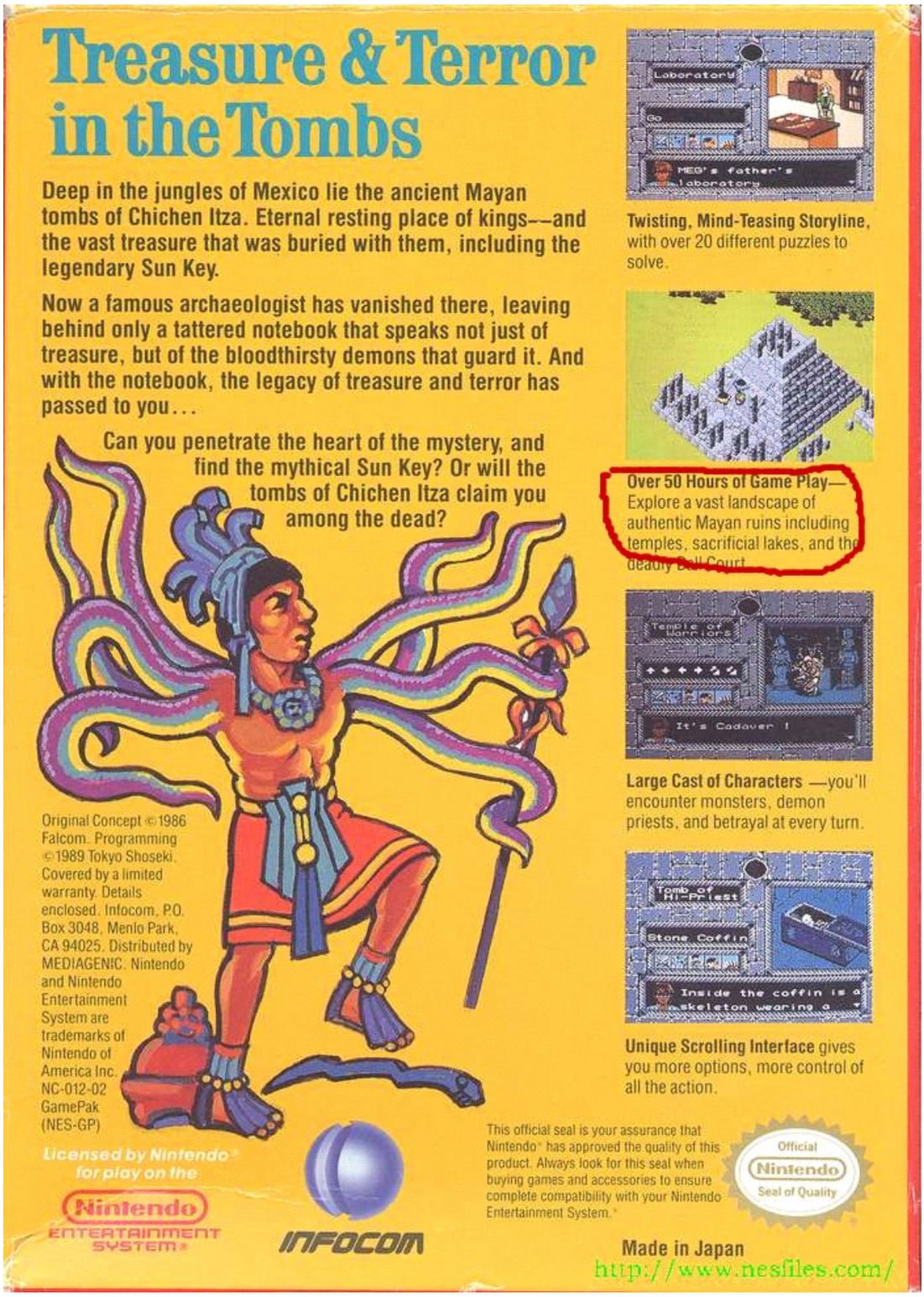


Play it again, ~~Sam~~ Rita.



makes a lovely sound. Suddenly the globe becomes transparent & a beam of light shoots out.

That's it, Infocom. Pad out that gameplay with as much repetitive action as possible. Did you know the back of the box boasts 50 hours of gameplay?


Treasure & Terror in the Tombs
Deep in the jungles of Mexico lie the ancient Mayan tombs of Chichen Itza. Eternal resting place of kings—and the vast treasure that was buried with them, including the legendary Sun Key.
Now a famous archaeologist has vanished there, leaving behind only a tattered notebook that speaks not just of treasure, but of the bloodthirsty demons that guard it. And with the notebook, the legacy of treasure and terror has passed to you...
Can you penetrate the heart of the mystery, and find the mythical Sun Key? Or will the tombs of Chichen Itza claim you among the dead?
Laboratory
Go
MEG's father's laboratory
Twisting, Mind-Teasing Storyline, with over 20 different puzzles to solve.
Over 50 Hours of Game Play— Explore a vast landscape of authentic Mayan ruins including temples, sacrificial lakes, and the deadly Ball Court.
Temple of Warriors
It's Cadaver !
Large Cast of Characters —you'll encounter monsters, demon priests, and betrayal at every turn.
Tomb of Hi-Priest
Stone Coffin
Inside the coffin is a skeleton wearing a
Unique Scrolling Interface gives you more options, more control of all the action.
Original Concept ©1986 Falcom. Programming ©1989 Tokyo Shoseki. Covered by a limited warranty. Details enclosed. Infocom, P.O. Box 3048, Menlo Park, CA 94025. Distributed by MEDIAGENIC. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. NC-012-02 GamePak (NES-GP)
Licensed by Nintendo® for play on the
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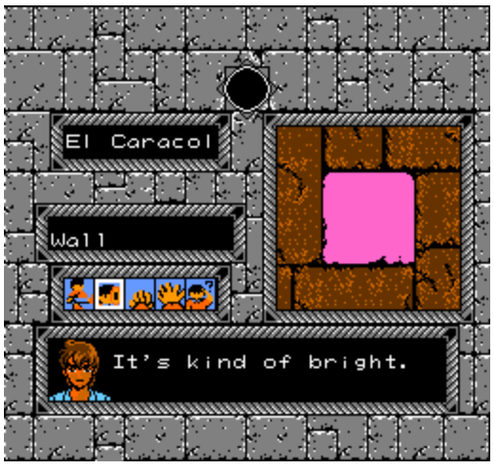
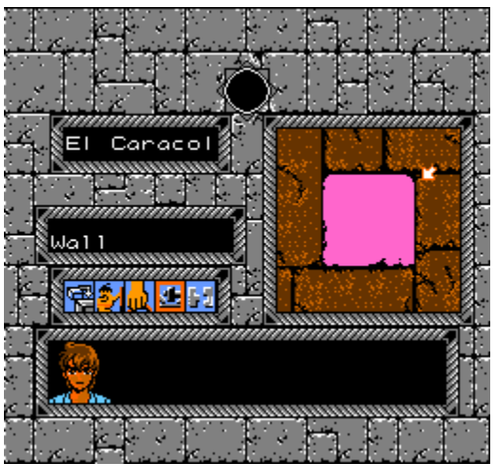
This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®
Official Nintendo Seal of Quality
Made in Japan
http://www.nesfiles.com/

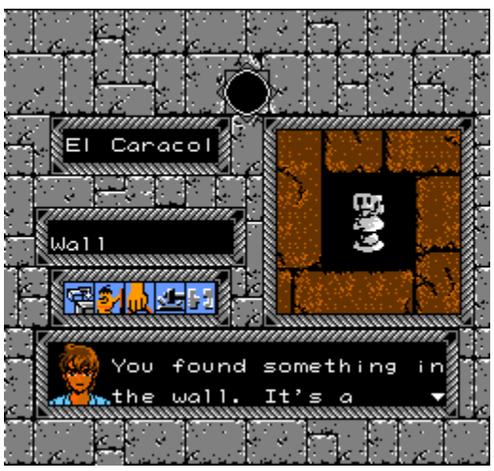
Sure, maybe... *if you count wandering around in confusion as to what to do next "gameplay."* I'm using a guide and I might have two hours in, tops. Maybe an hour or so to go. Certainly not "50 hours" by any stretch.

Back to the game... let's look at where the beam is pointing now. If it's not pointing where it is in the screenshot above, you must **wait** some more (use the actual command, otherwise you'll not progress at all.) Again, I was lucky.

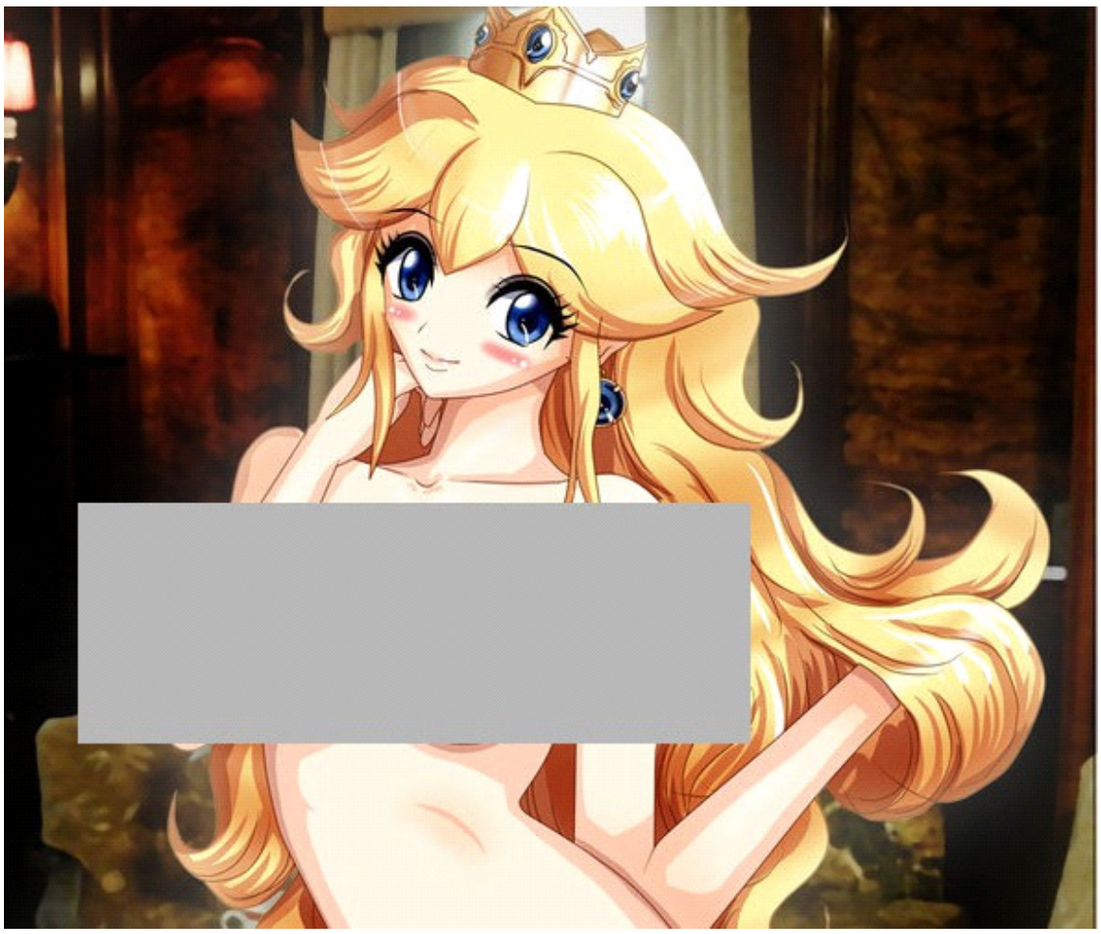


Sam smash fruity pink wall!

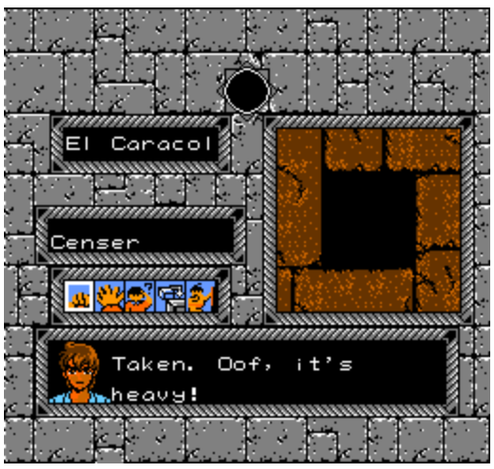


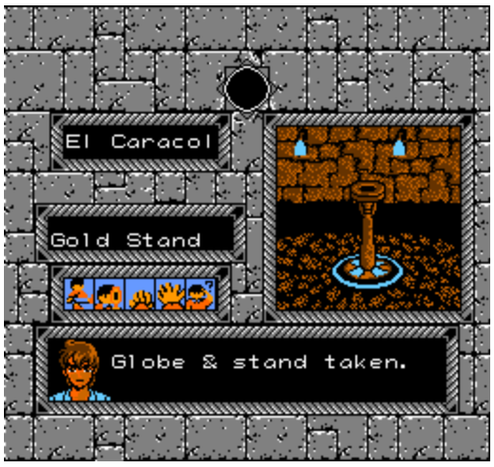


Silver Censer.

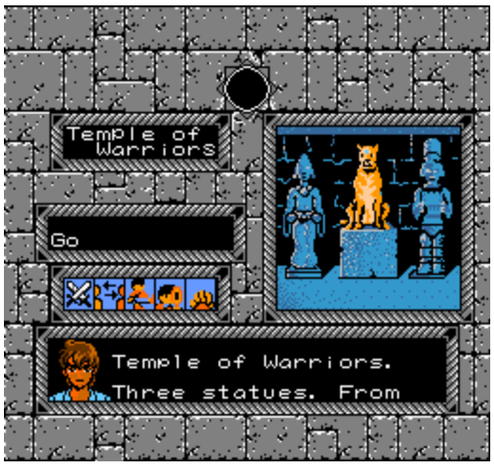


Oh... Silver *Censer,* not *Censor.* My mistake. Naturally, we grab it.



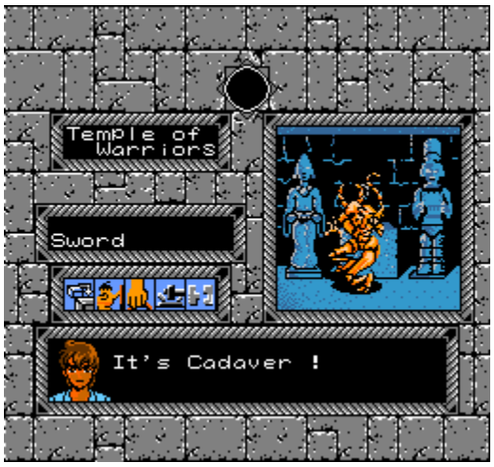


Along with our Globe and Stand. Next, we go to a place sure to drive us insane. That'd be the **Temple of Warriors.**

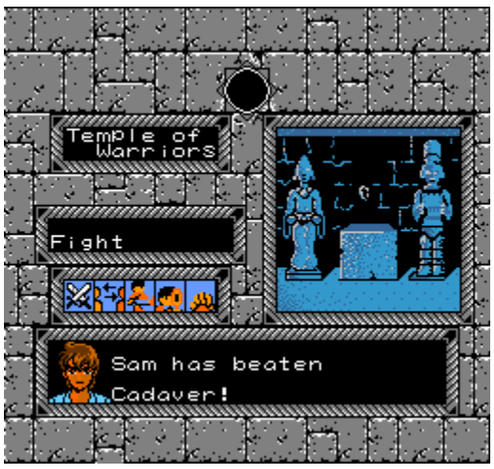


left to right: A Girl, a Jaguar, and a Warrior.

I like how the game wastes no words. There's no long description, just quick facts. As usual, new place means new battle, so join the Sword with the Red Jewel and this happens:



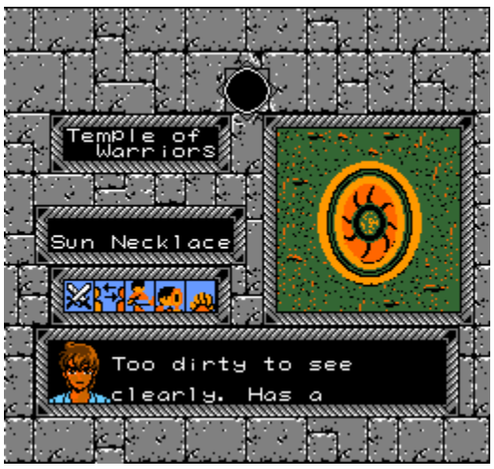
Video: https://www.youtube.com/watch?v=VmdSIvaGJ0A



Well done.

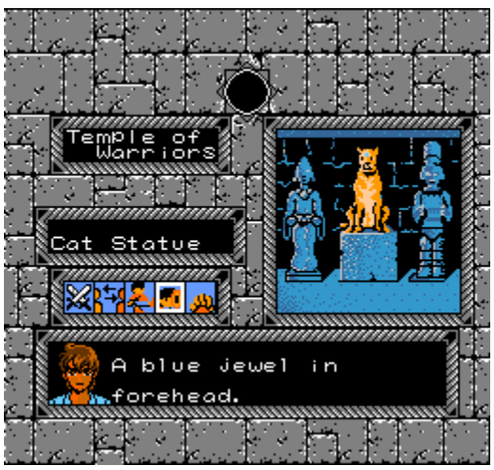
Ah Cadaver, I hardly knew ye. All sorts of things to look at in here, but the important

ones are the Sun Necklace (the Girl statue holds it) and the Blue Jewel on the Jaguar's forehead. So let's get a look at those...

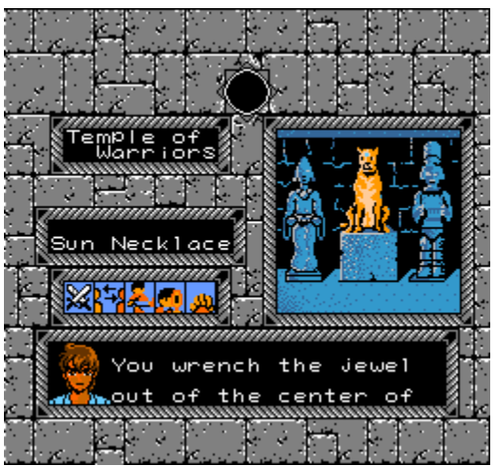


complicated pattern and a 1" jewel in center.

Hm... didn't Imes mention something about the Sun Necklace in his journal? Anyway, let's look at the Cat Statue.

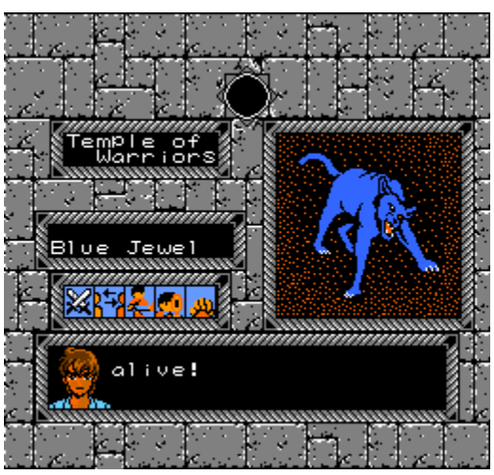


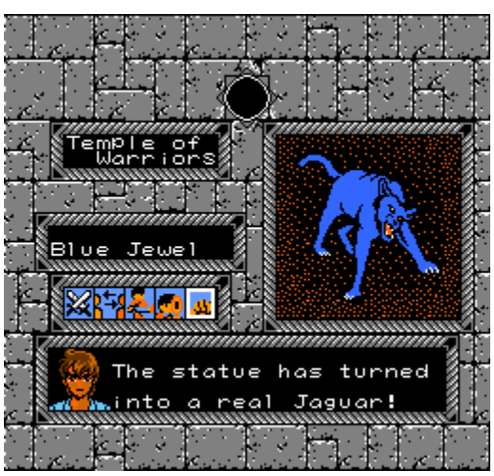
Our thieving asses are going to want that, too, but first we'll take the jewel from the Sun Necklace.



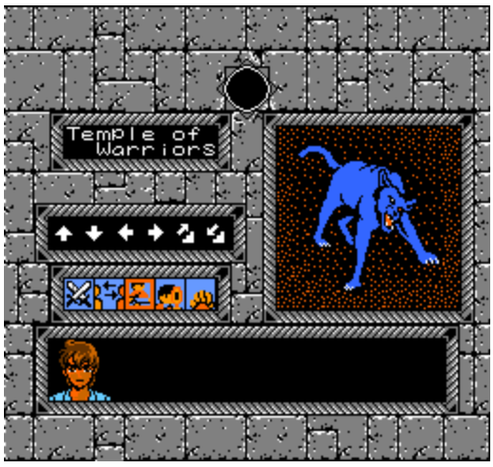
necklace.

All righty, now for the Blue Jewel...



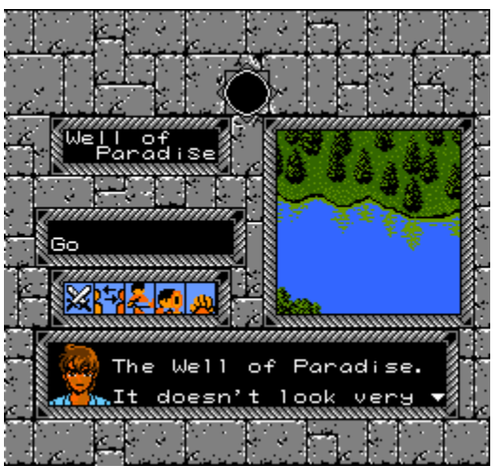


OH GOD KILL IT KILL IT WITH FIRE



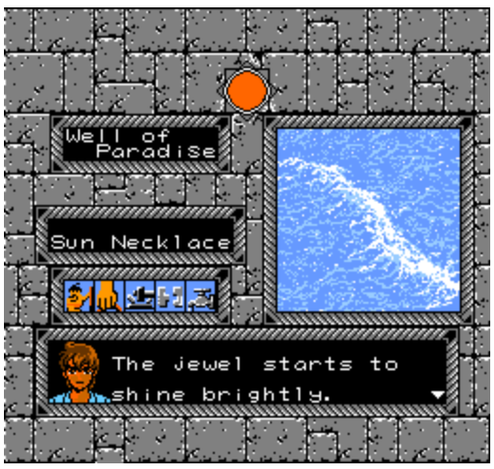
AM-SCRAY POSTHASTE!

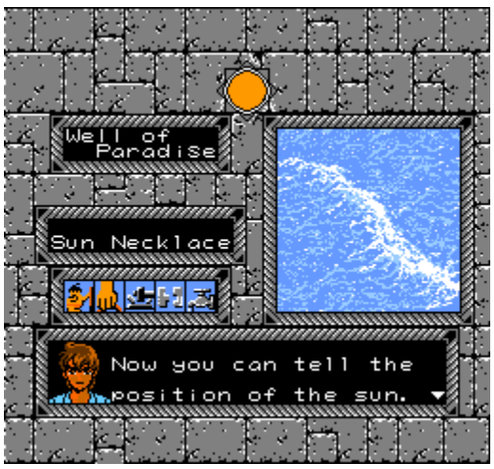
Let's go to that Well of Paradise place and try to forget we pissed ourselves. We have something to do here first before we go back to the Temple of Warriors.

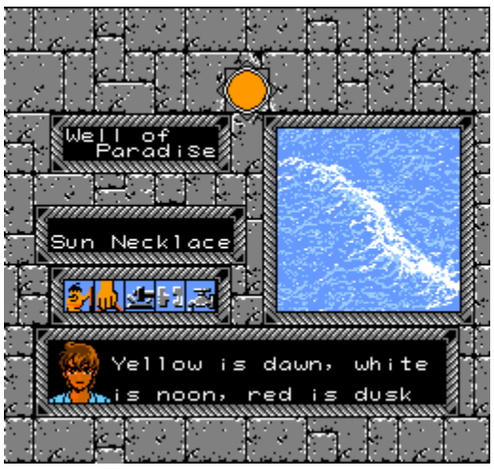


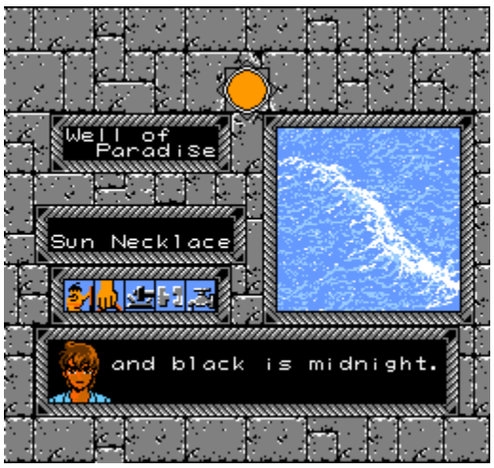
deep.

Let's **wash** the crud from the Sun Necklace.





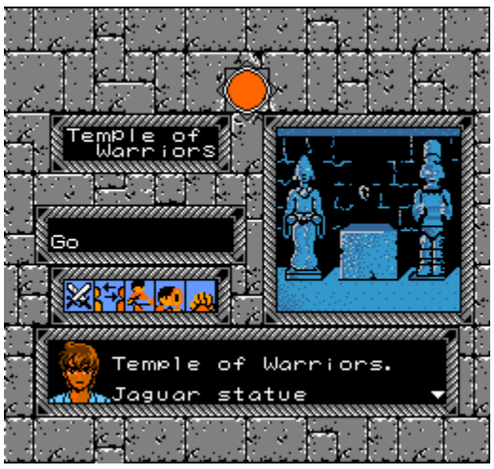


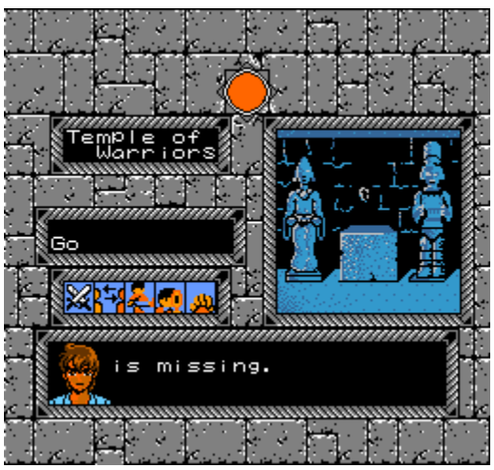


The Sun Necklace lets us determine the time of day. Remember those slabs we found in the

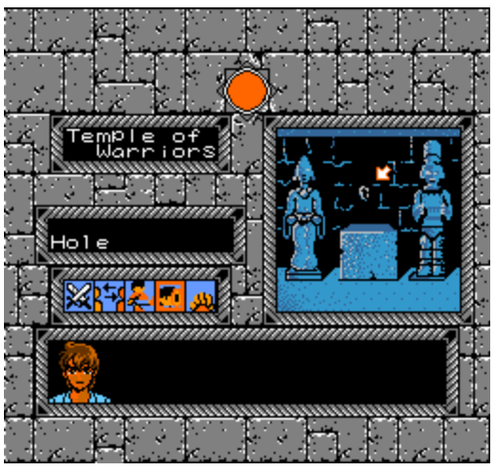
Stone Box back at Castillo Pyramid? We can undertake those quests now. As we can see, right now it's dawn. We need it to be dusk before we head back to the Temple of Warriors. Better yet, we can wait it out there.

Believe it or not, it's safe to wait during this scene. **Wait** until that white circle on the screen turns red, then leave and re-enter the Temple of Warriors.

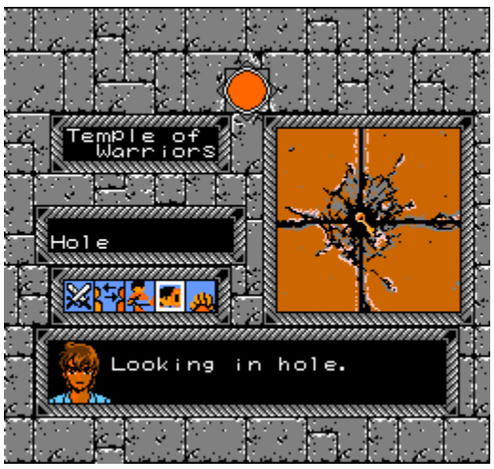




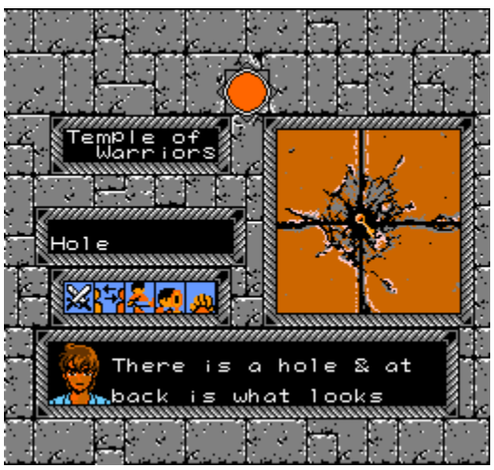
Yeah, I'm not going to transcribe much anymore. We're almost done with the game anyway. Besides, this is an SSLP. Look at the hole.

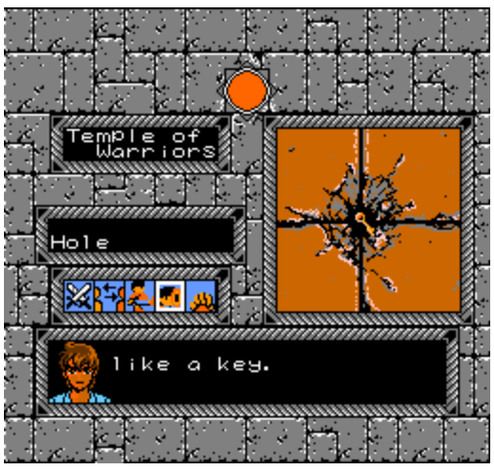


I have lots of practice looking at holes.



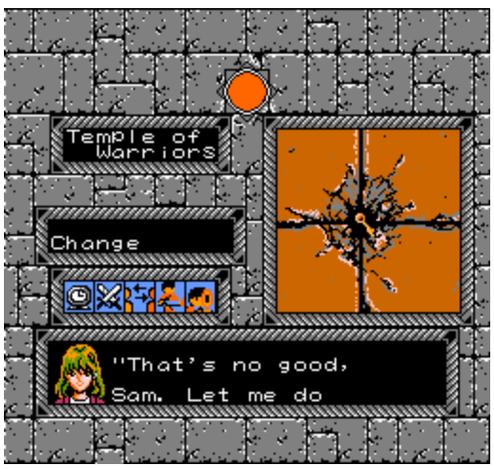
Looks like a key. We're going to want that. First rule of adventure games? Pick up everything that isn't nailed down. I follow that rule religiously. How religiously, you ask? I pick up EVERYTHING in *Shadowgate.*

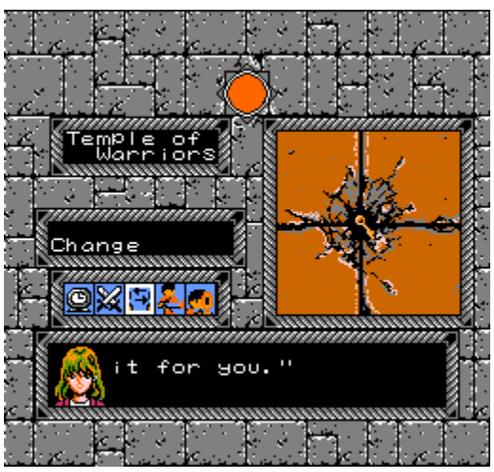




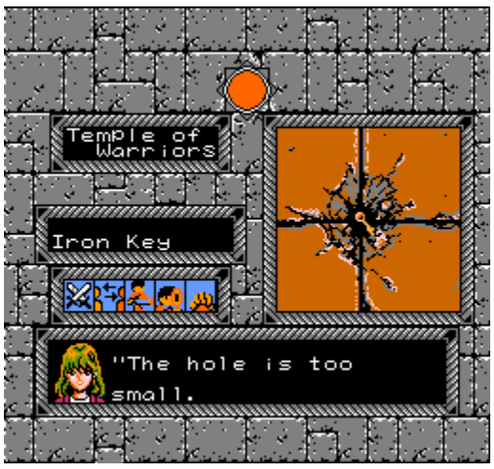
It IS the key to the greatest treasure in all the land!

Er... no. Switch to Rita, who is a woman and therefore thinks she knows it all.

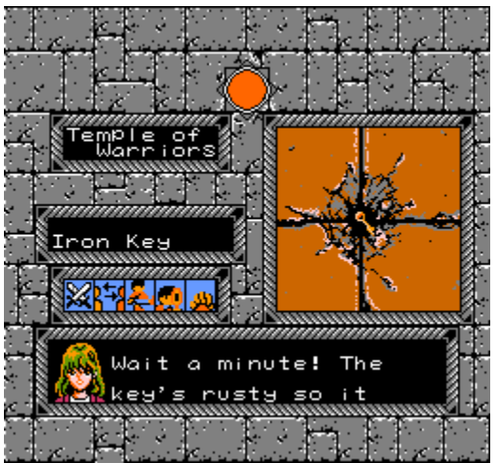


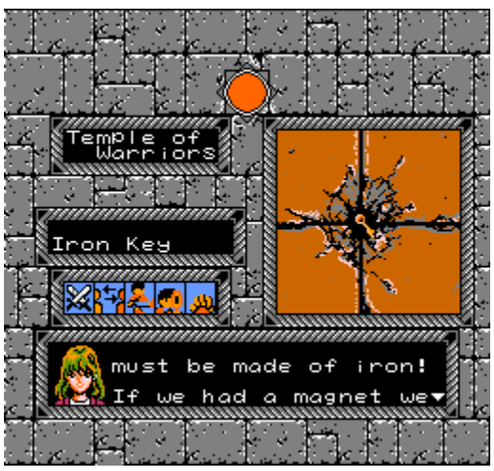


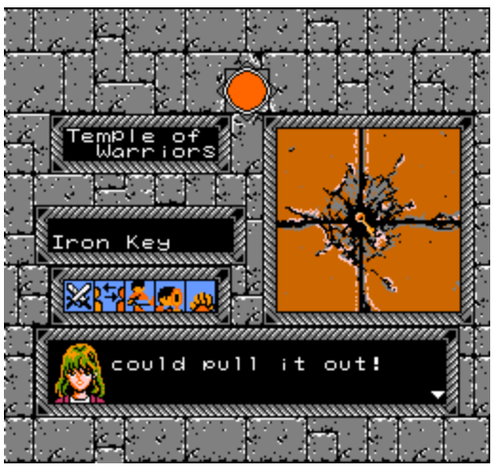
Try taking that key, Rita.



Rita's hung like a lesbian.

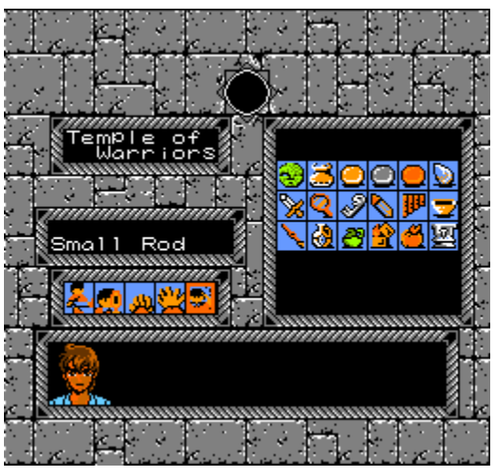




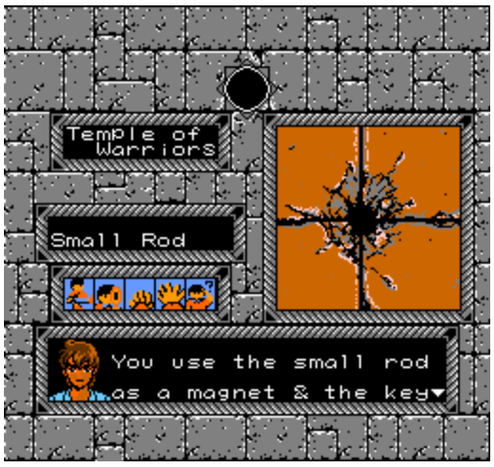


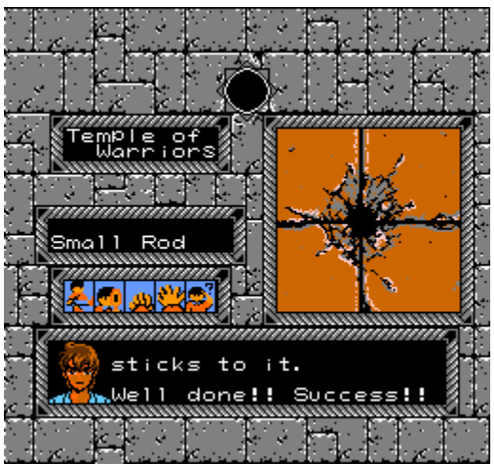
This is a clue to use the **Small Rod.**

A magnet? Sure, Rita. I pack one around with me everywhere I go. I can't go into TV shops or a computer store, but by God, I'm ready for when we find hard to obtain Iron Keys. It's all a part of my adventure game protagonist skillset.

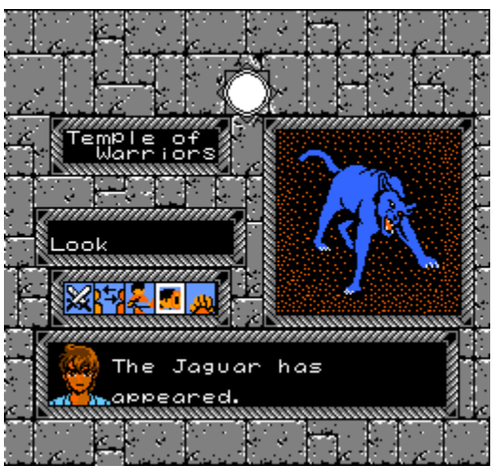


Use the Small Rod as a magnet. Bet that was hard to figure out.

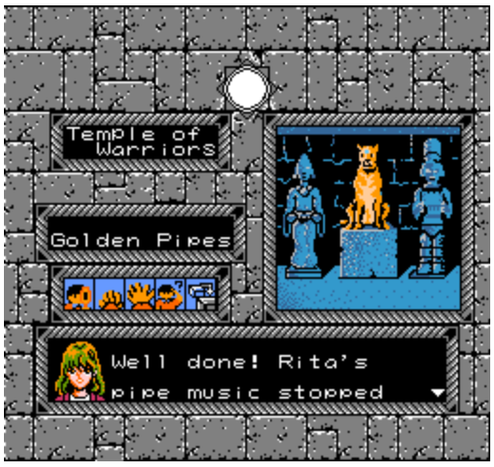


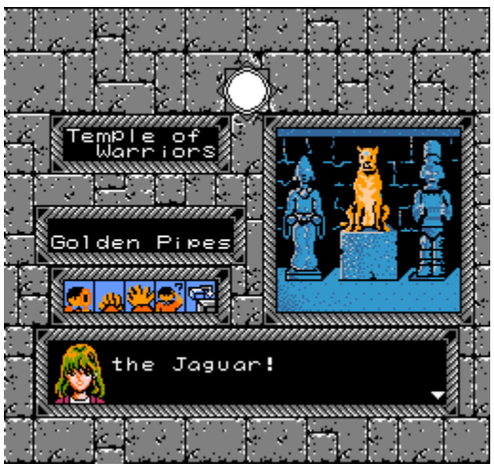


Sam wants a medal. Now, we're going to ~~swat down a couple of bothersome flies~~ take care of that bothersome Jaguar.

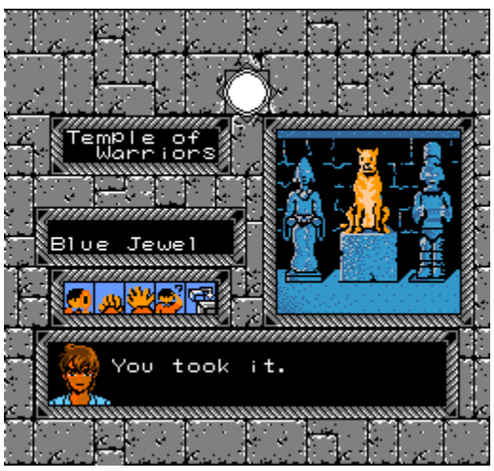


Wait for that damned orb to turn white... the guide says any color but red but it didn't work on black, either, so white it is. Select Rita and have her play those Pan pipes to put this beastie in his place. You don't want to do this on your first encounter with him because you'll miss that key.

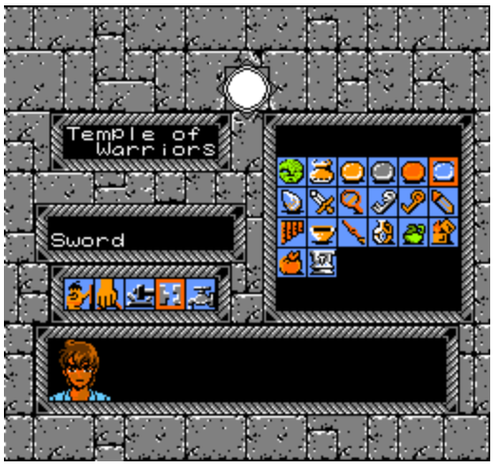


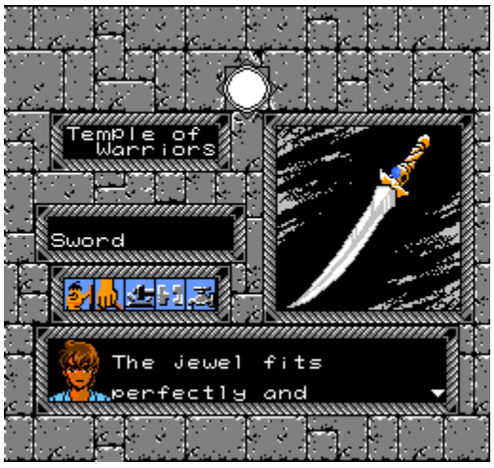


Bye! Now get that Blue Jewel...



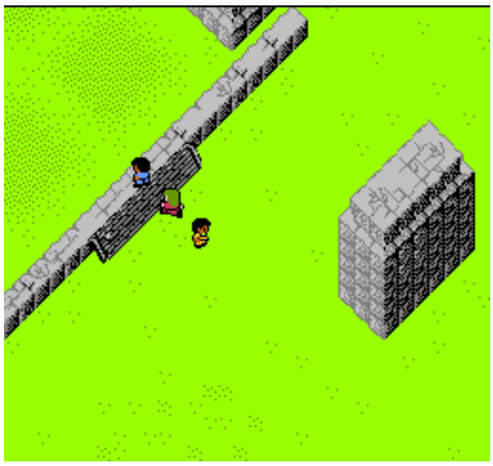
...and combine it with your Sword.

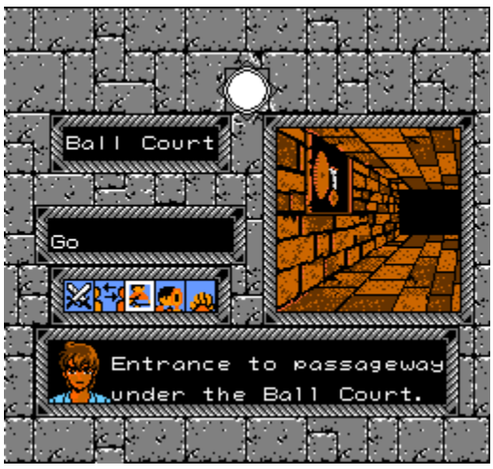




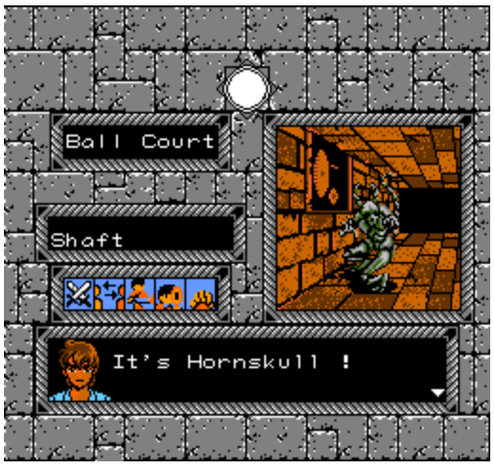
We've just powered up the Sword again. Now we can handle the last half of the game.

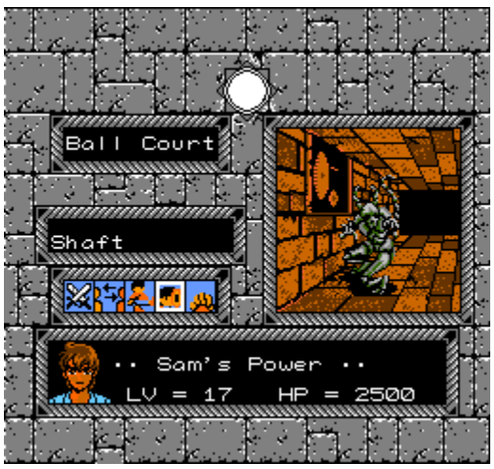
Now that we've taken care of that Jaguar, we have all we need to proceed to the next phase of this quest. Let's head over to the Ball Court next.





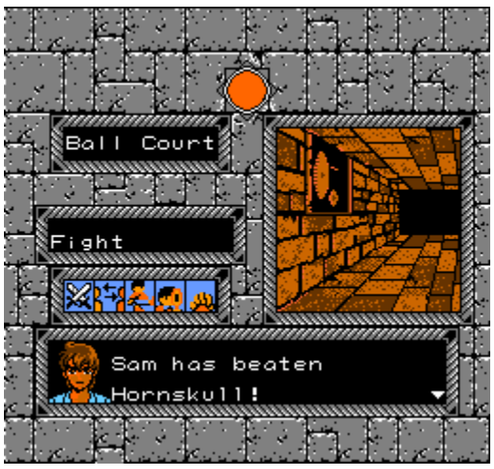
New area, new demon. Take any action and he'll appear.





Take note of our level and HP at this point. It's a clear enough indicator on whether or not you've done everything needed. Anything less than what's depicted in the screenshot, and you've missed something vital. Make sure the Blue Jewel is joined to the Sword for this battle. It'll be over before you can blink.

Video: https://www.youtube.com/watch?v=WOEfXVHBOVE

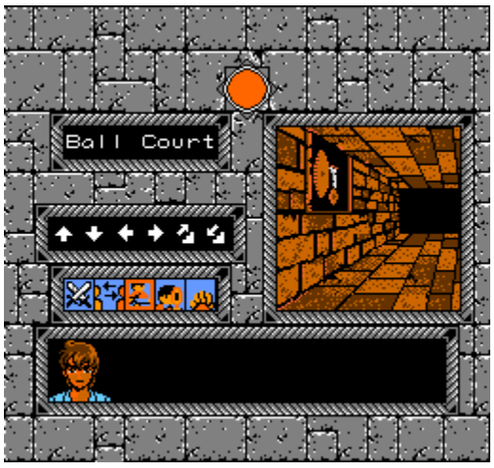


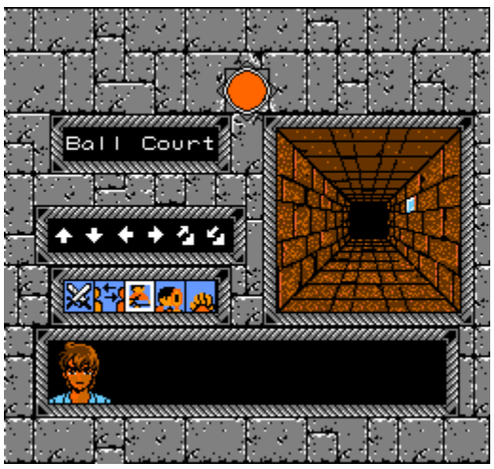
Well done!

The usual self pat on the back. Now, let's check out the Stone Pawl.

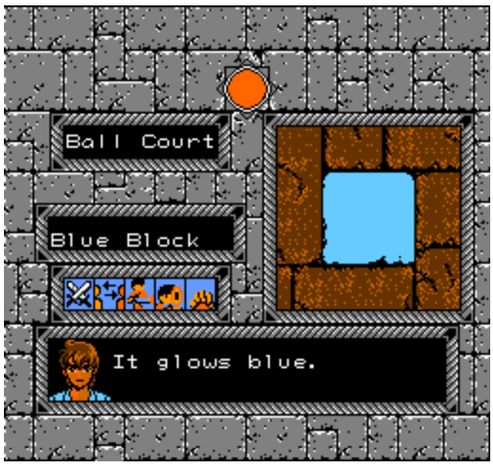
it yet.

Okay, then Let's go forward and explore the next screen.

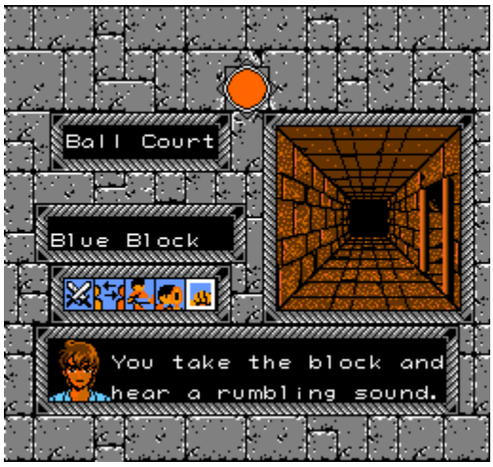




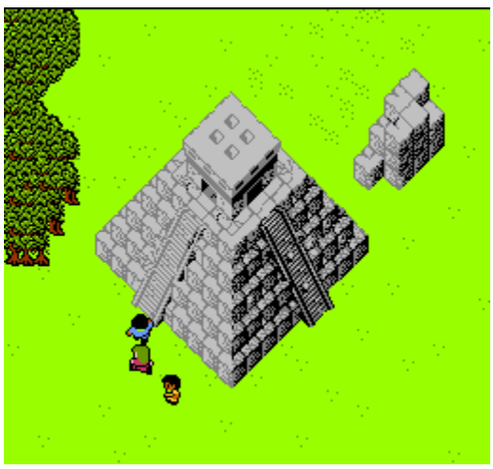
One of these blocks is not like the others. Closer inspection reveals...



Interesting. Let's take it.

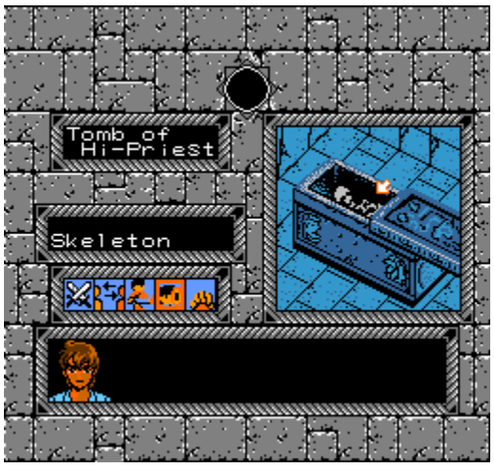


A passageway opens up when we do. I'd advise not going through there at this time, as it leads to a maze, and mazes in NES games SUCK. Head out and go back to the Tomb of the High Priest for now to shed light on this mystery.



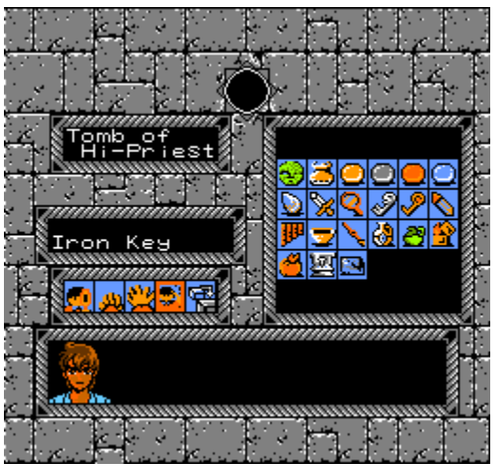
tomb.

Go right and we'll be back in that creepy room with the skeleton.



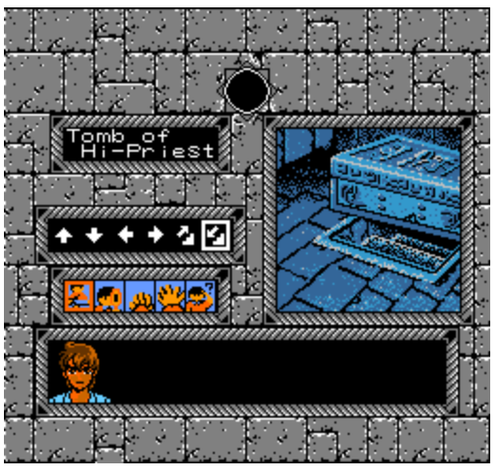
Again, look at it and **move** the skull to reveal a keyhole.

We did all this before but now we have the proper items. Use the Iron Key.

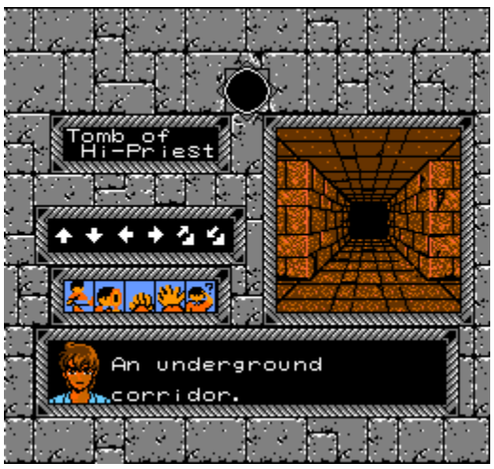


coffin moves away to reveal a hole. It looks like a corridor.

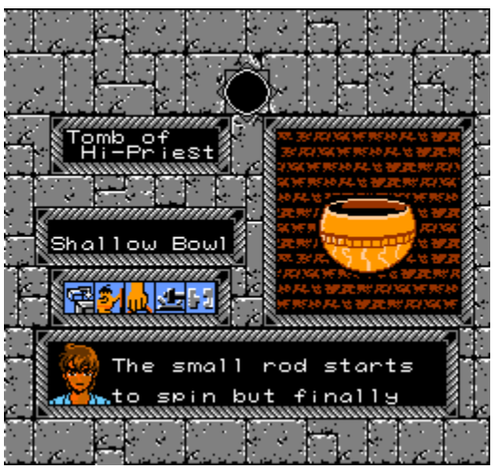
No, it looks like a stairwell, and it is, Sam, you dumbass. Go downstairs.



This takes us to...

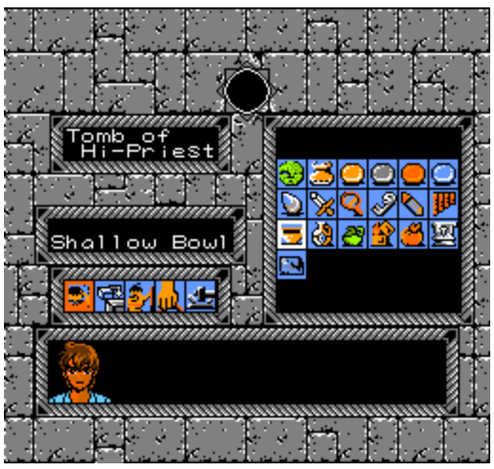


No, it's a *maze.* If you get to this point and don't have what you need, you're probably fucked. Luckily, I picked up a lot of shit due to my adventure game kleptomania. Let's see what we have to work with. **Join** the Shallow Bowl and the Small Rod.

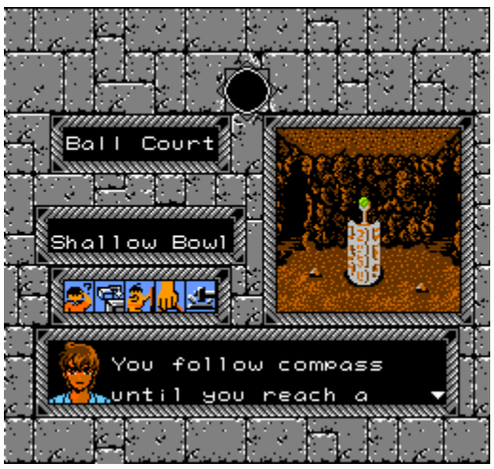


it comes to a halt pointing in a fixed direction.

Remember how the Small Rod was used to get the Iron Key? It works as a magnet, so we can use this with the Shallow Bowl to make an effective compass. However, it's not enough just to have the compass. We must also **use** it, or rather, use the bowl.

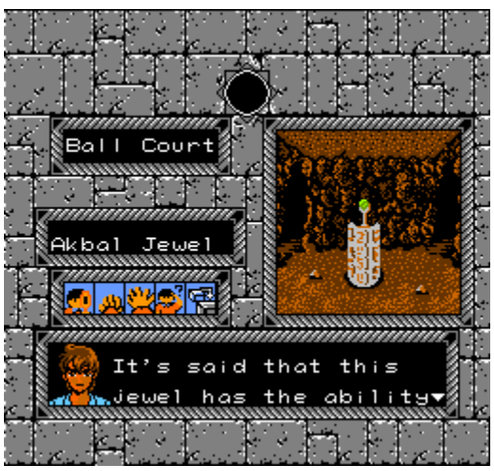


Doing so automatically takes us to this thing.



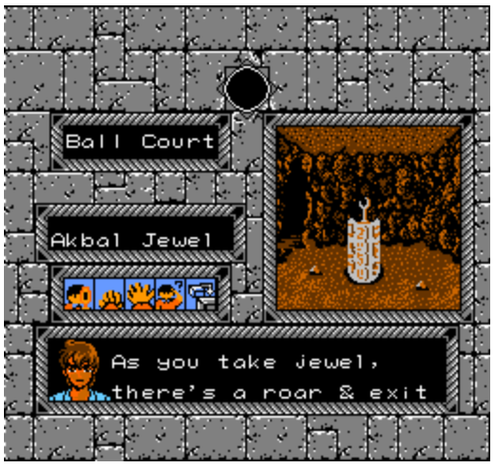
small room.

Let's look at that small green object.



to rob demons of their power.

Helloooo powerup. Yoink!



disappears.

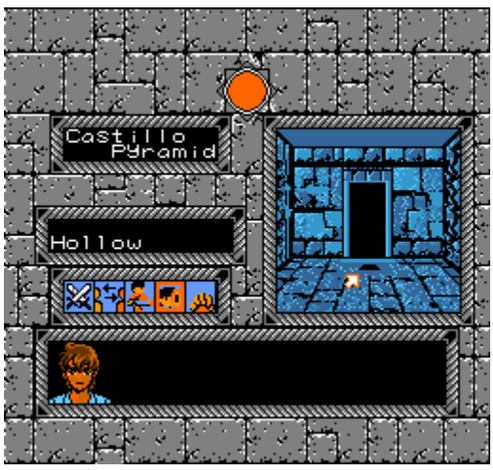
Is it so much work to use ARTICLES? Jeez. Anyway, taking the Akbal Jewel seals you in.

Though it's not made obviously clear, go left then backward to get out of the maze. You'll be back at the Ball Court entrance. Remember to take the Stone Pawl here. You'll need it elsewhere.

is blocked.

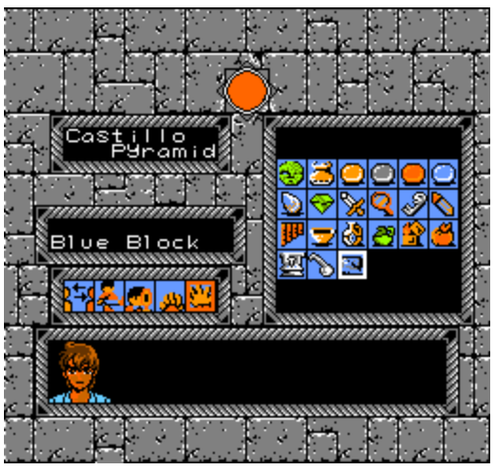
Time to head back to Castillo Pyramid now.

Time for a "blink and you'll miss it" puzzle. Most, including myself, don't notice the hollow in the floor their first time through here.

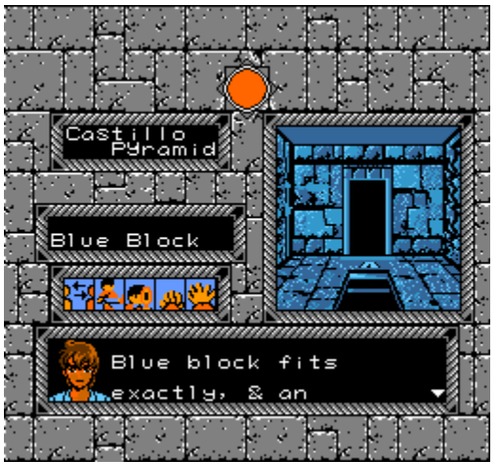


deep.

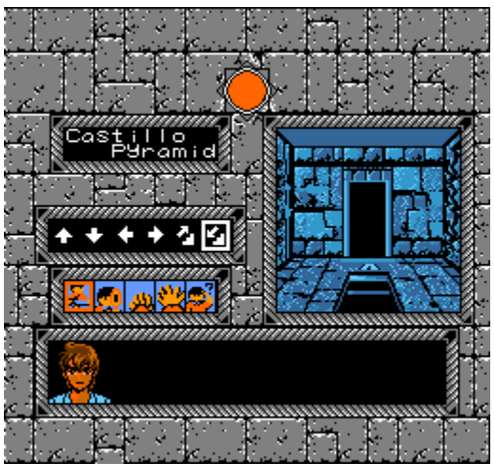
The walls here are blue. Didn't we recently obtain something blue that's block shaped?



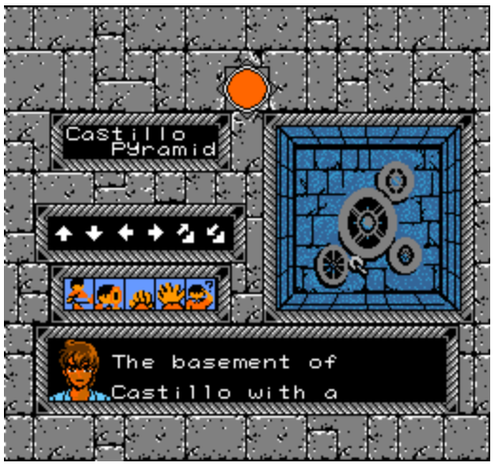
"Blue Block" is pretty descriptive and fits the bill, yes.



entrance appears.



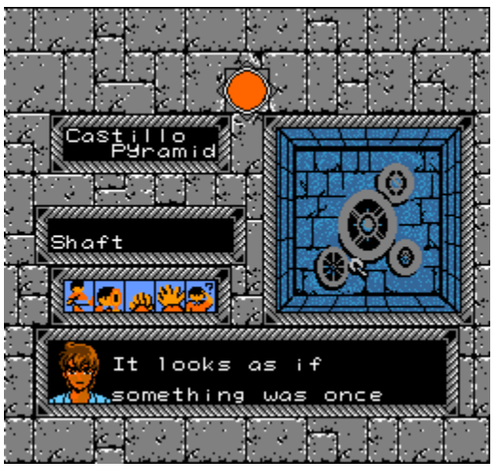
Downstairs, we find...



mechanism on wall.

Look at the handle.

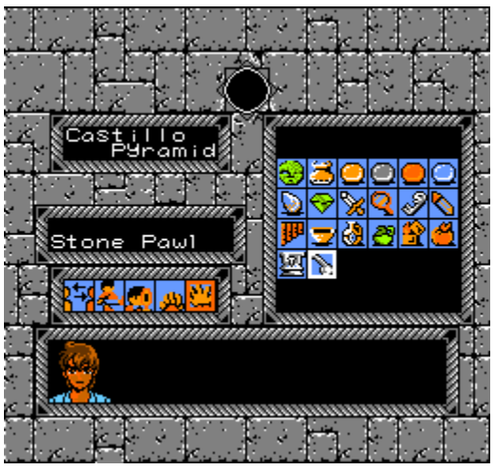
All well and good, but we'll need something else. **Look** at the shaft now.

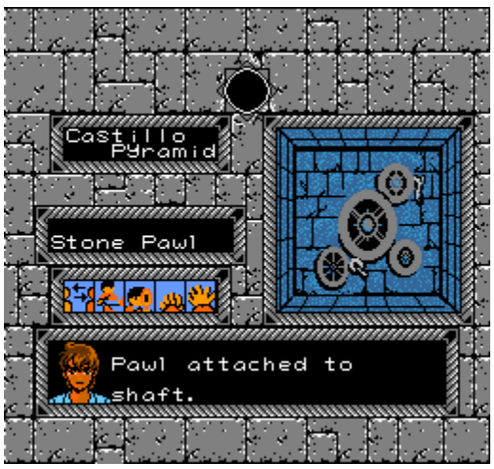


attached here.

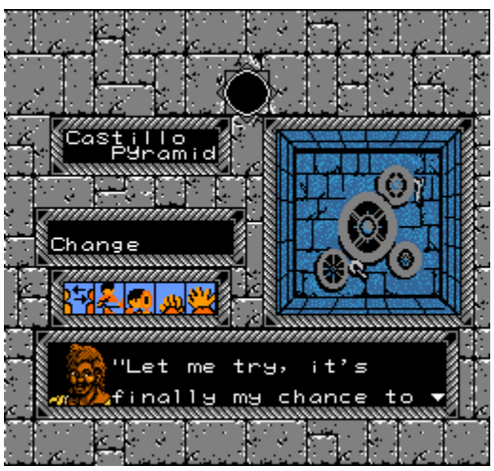
Put the Stone Pawl in the Shaft. No, I am not going to make a penis joke here, though in retrospect, naming Sam "Dick" would have been hilarious. Ah, missed opportunities

and all that. Moving on...

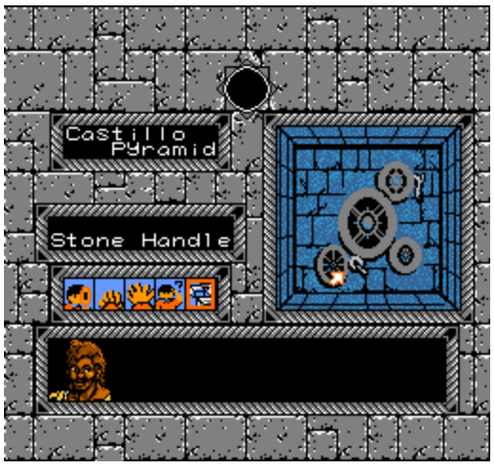


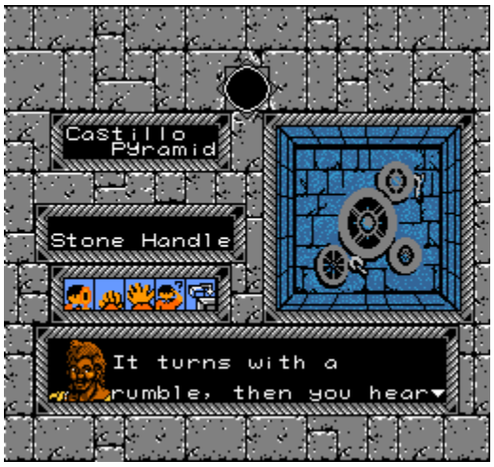


Switch to our resident muscle man, Jose because Sam is a pussy when it comes to manual labor, like moving handles.

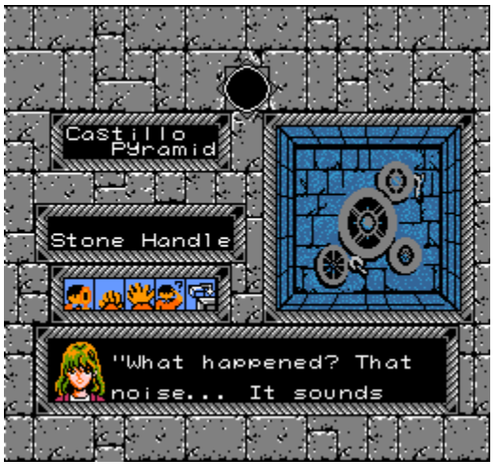


help."





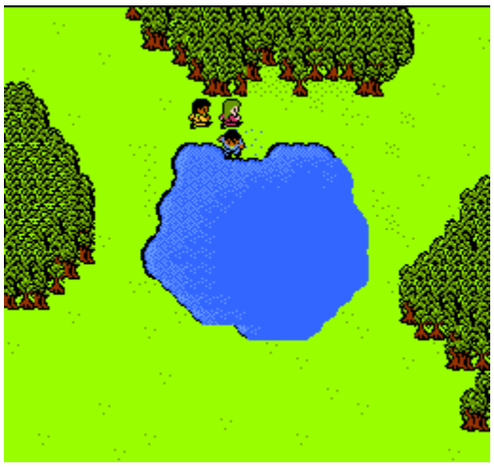
a loud roar.



like water flowing..."

Rita's right. Next we'll go over to the Well of Sacrifice. That's a cheery name, isn't it?

Enter the Well of Sacrifice, where people were...um, sacrificed.

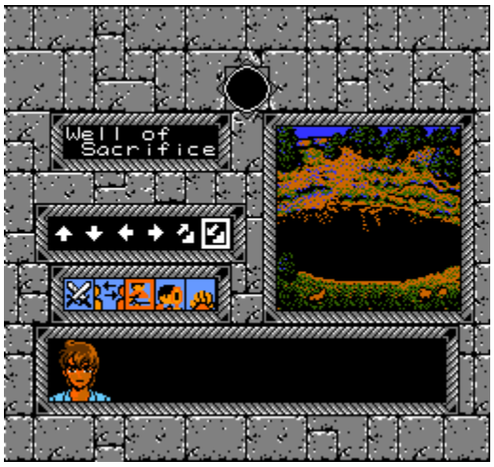


You can only enter the Well from the bottom left of the water here. Get ready for a whole lot of dialogue.

made long ago.

Looking into the Well tells us nothing we can't already see for ourselves.

Heading downstairs starts Jose gabbing.



were trapped in a crystal coffin by a golden light. Sam, when you go down there, make sure you have the crystal key & the mirror. To fight the demons you'll need the blue jewel & also don't forget the Akbal jewel."

Wow, but Jose sure knows a lot about this stuff for a guide. This dialogue serves as a reminder that we'll need both the Blue Jewel and the Akbal Jewel to stand a chance against the rest of these demons. Head downstairs again...

would be best if Rita were to wait here for us."

Don't take long, Sam. Do you have the Crystal Key & Mirror?"

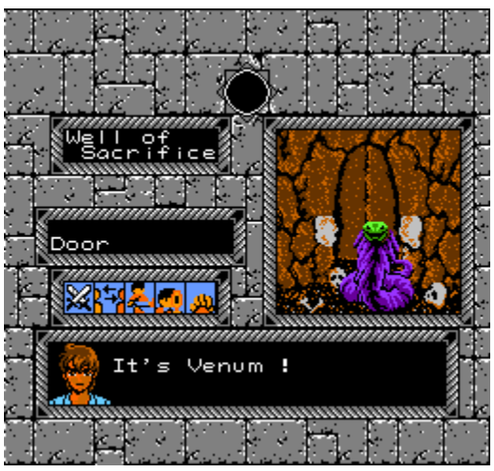
Yes, we have both of those, if you're wondering.

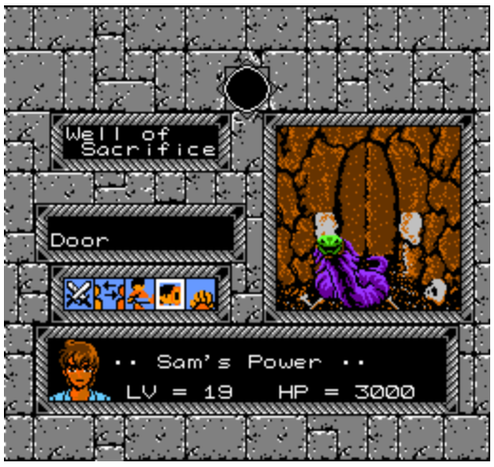
I hope you find something important."

Of course I will. The Law of Adventure Games dictates that it's an absolute certainty. So we finally head down.

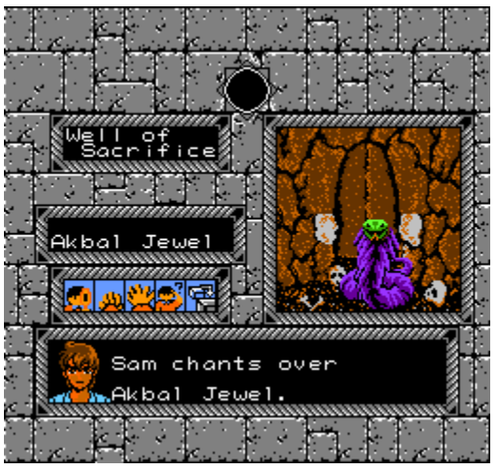
is it?"

Those statues look like Mario. Great Scott! We've found the lost temple of the Nintendonians! Looking at the door, we get the usual greeting when entering a new area.



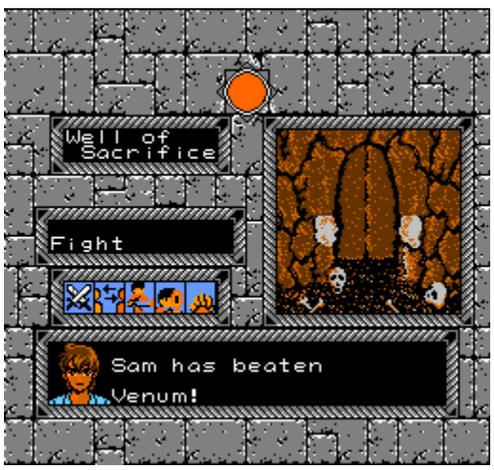


There's the current level and HP. Bearing in mind Jose's words, first we **use** the Akbal Jewel.



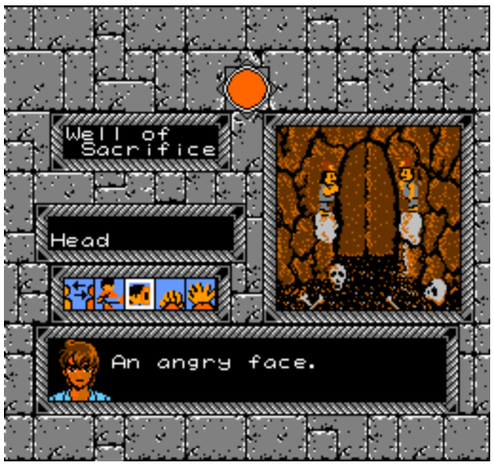
After we do that, make sure the Blue Jewel is **joined** with the Sword and then let this beastie have it.

Video: https://www.youtube.com/watch?v=ODxCPD7wYzs&feature=youtu.be

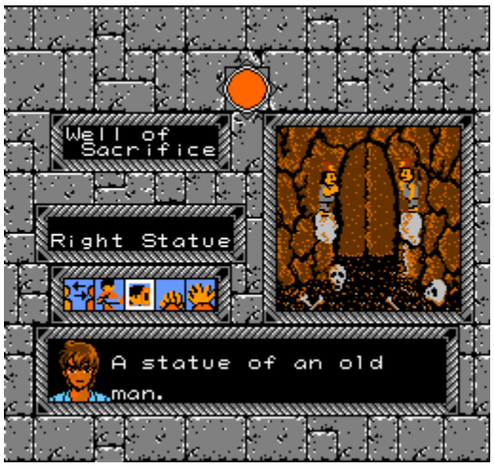


Well done!

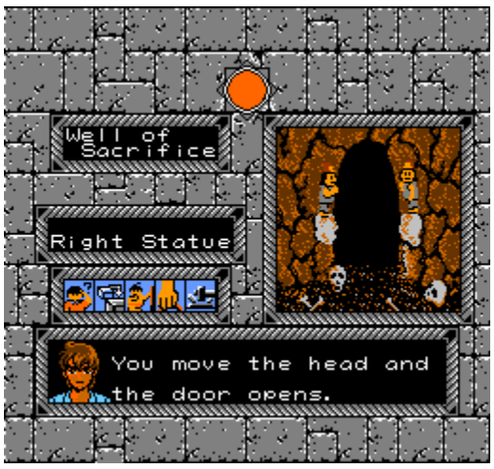
Much like those burgers I had on my family's Independence Day barbecue. Now that we've gotten rid of Venum we can explore the rest of this godforsaken place.



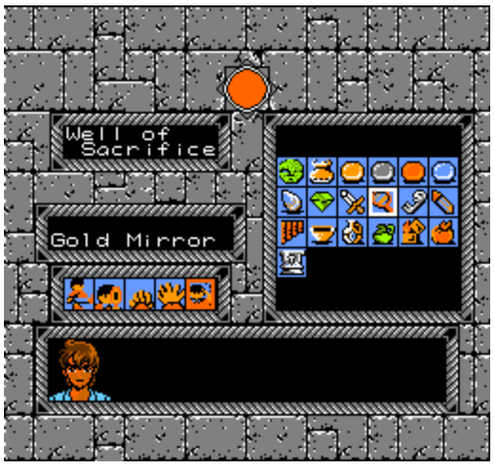
Looking at the head of the right statue gets us this message. Odd, he doesn't seem angry to me.

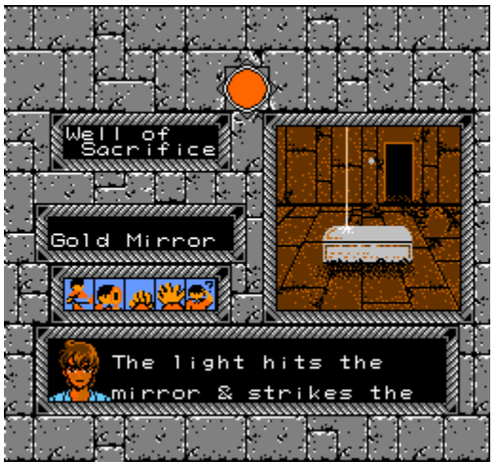


The statue on the left is a smiling old woman. Positivity is not something you'd find in a place called the **Well of Sacrifice** so let's **move** that pissed off old man statue.



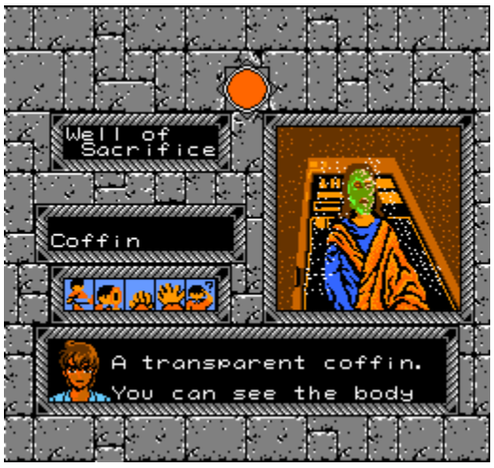
The door opened! Why does that statue on the right creep me out now? Let's go forward. I neglected to get a screenshot of the next room when I first entered it, but there's a coffin in the room and not much else. Let's **use** the Mirror here.





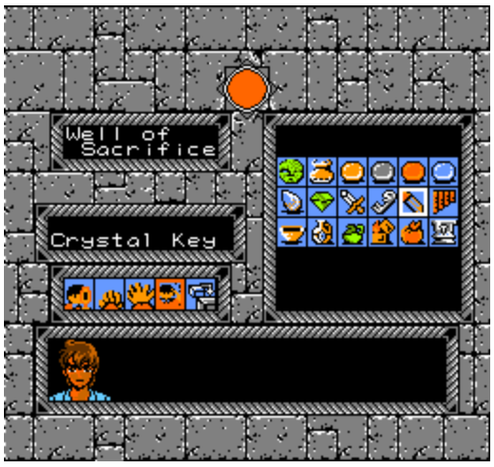
pattern on the wall. Look, it's moving..! An exit appears.

Basically, that open doorway was shut when we first came in here. Using the Mirror opens it. Let's check out that coffin next.

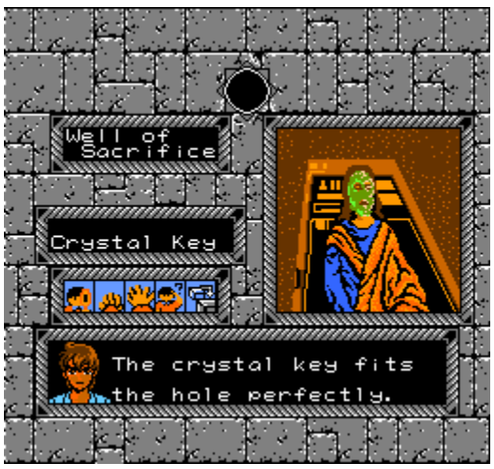


inside.

Yep, and the corpse is wearing a mask. We can't take it until we do something first, however.

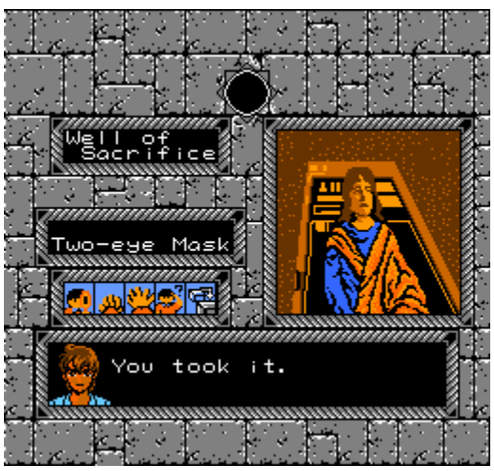


Using the Crystal Key allows us to nab the mask.

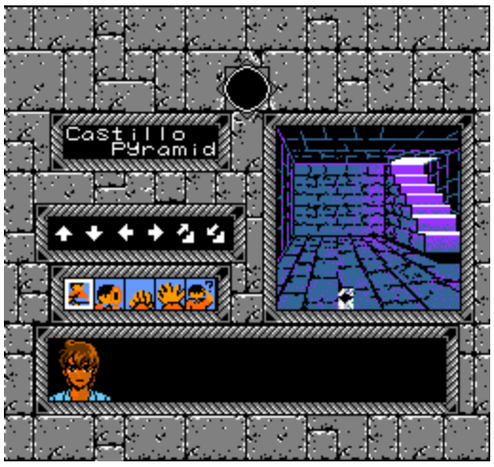


The coffin starts to open.

I thought it already *was* open. Anyway, taking the mask.

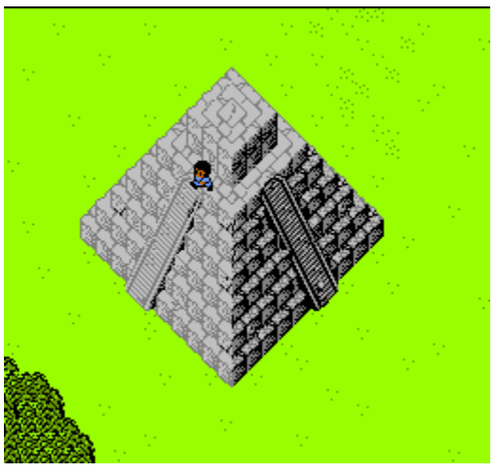


Now, let's go forward. I'm curious about that door.

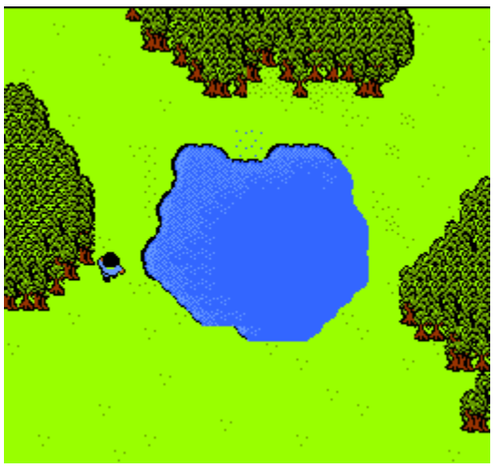


...oh.

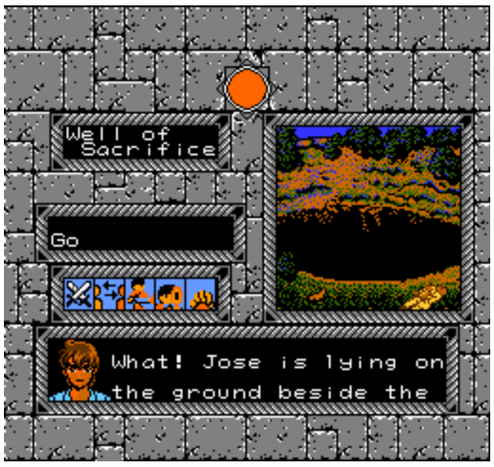
Yes, the Well of Sacrifice has a passage that leads back to Castillo Pyramid. It makes sense, especially since we heard water earlier after turning that handle. Let's head out.



You can't tell it from screenshots, but the overworld music has changed to something that feels more ominous. Hike it back to the Well of Sacrifice.

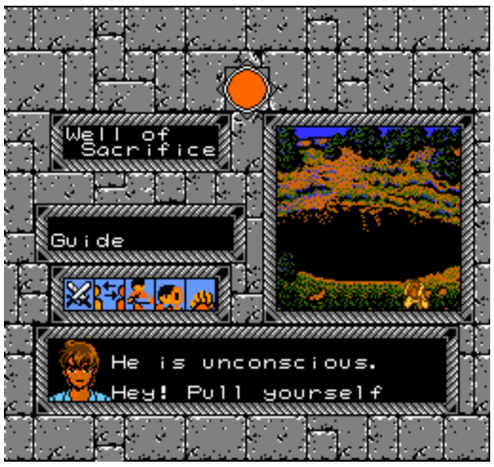


Notice we only have Sam with us at the moment.



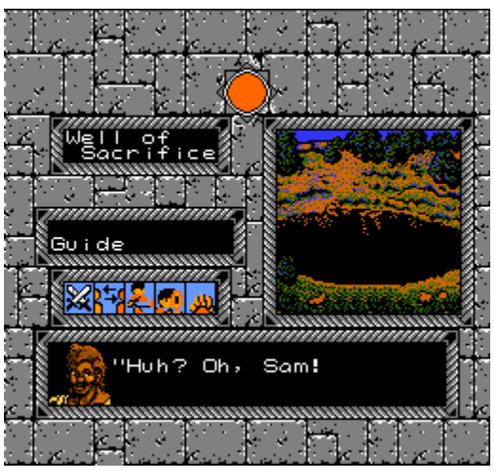
well!

Shit. Looks like Jose got jumped. There's no "Speak" command so let's look at him and make sure he's all right.



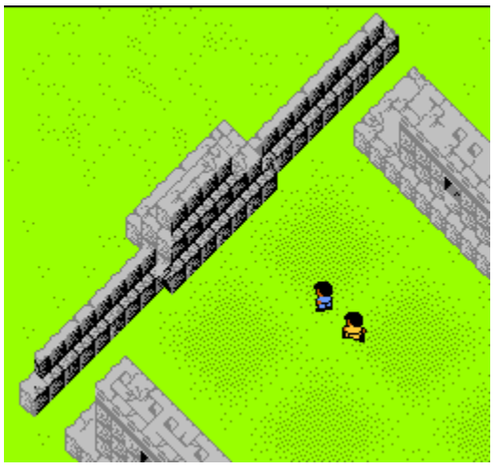
together!

We actually have to look at him twice to progress.

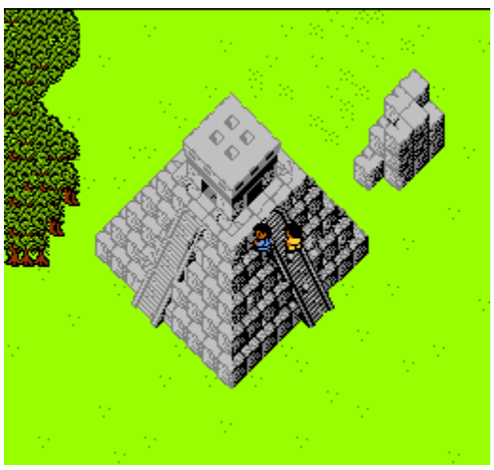


I'm sorry, but they got Rita. I did my best but I was alone & there were too many of them. We must hurry & rescue her! There's no telling what'll happen to her otherwise. I'm sure their lair is in the Ball Court somewhere."

We'll give Jose points for trying, I guess. Next, you may think you have to go here...



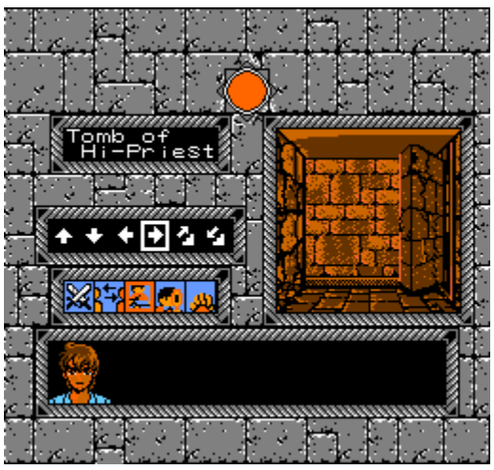
...which is where the Ball Court entrance is, but in actuality you have to go back here...



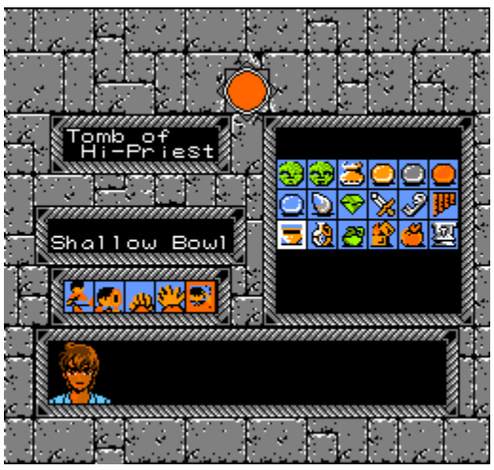
...which is the Tomb of the High Priest. When we took the Stone Pawl earlier we closed off the Ball Court so we have to take the passage to there from the Tomb.

Next chapter, we'll wrap this little adventure up.

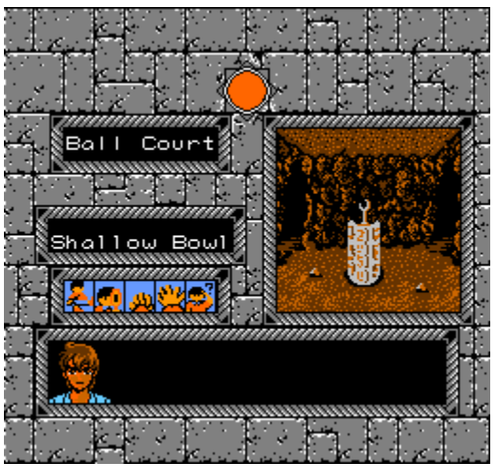
CHAPTER 8



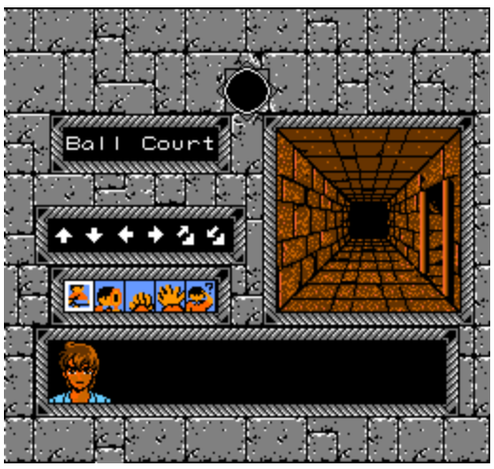
Having been here before, we know where to go. Head right then downstairs. This takes us back to the Ball Court maze.



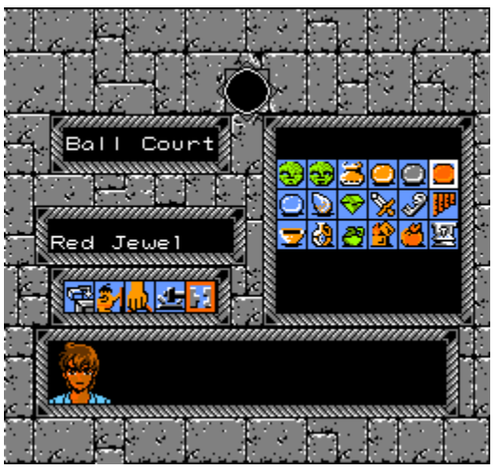
From there we use our Shallow Bowl, which brings us here...



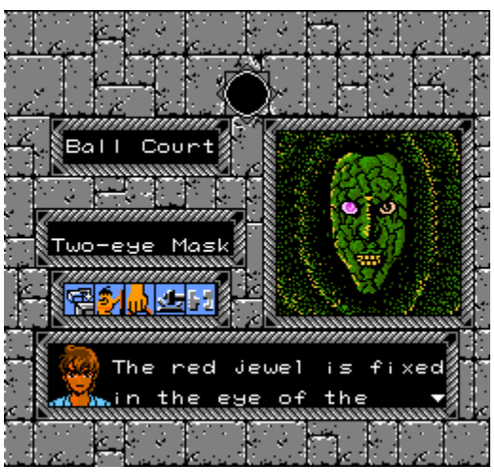
From here, we go left.



And voila! We're now where we need to be, in the Ball Court proper. We've got some things to do with our inventory before we can proceed. Let's get to work, then.

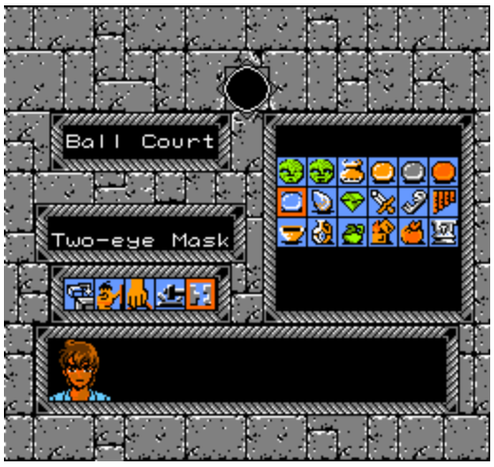


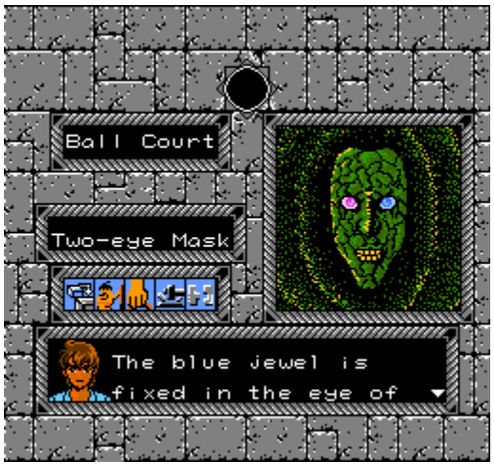
First, let's **join** the Red Jewel to the Two-eyed mask.



mask.

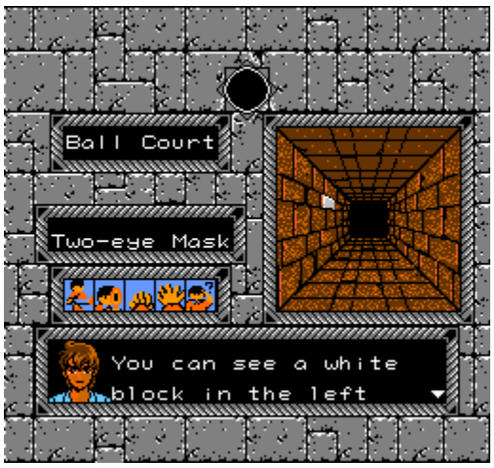
Next, we do the same with the Blue Jewel.





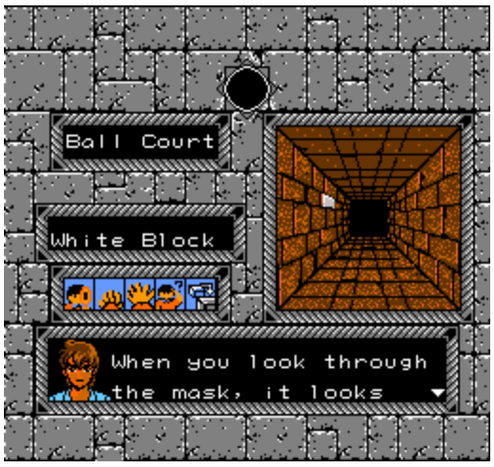
the mask.

After we do that, we're ready. Go forward and **use** the mask.



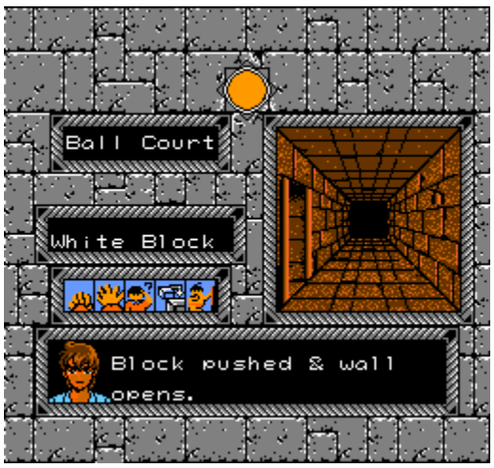
wall.

Looking at the block tells us more obvious bullshit.

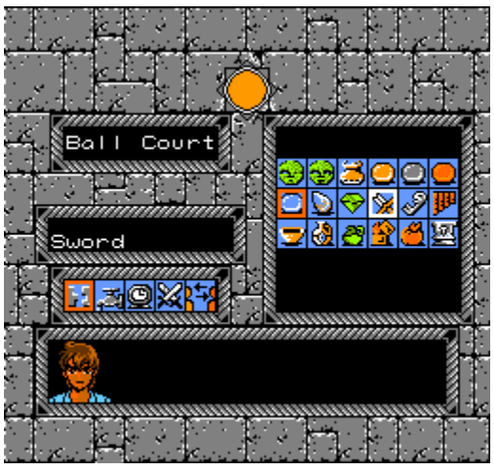


white.

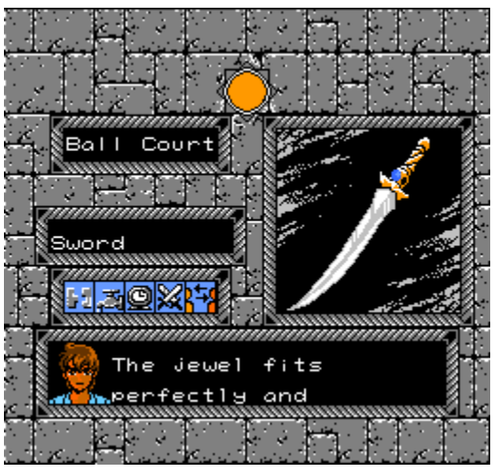
Interesting. "The white block looks white." So informative, that. **Push** the frigging thing.

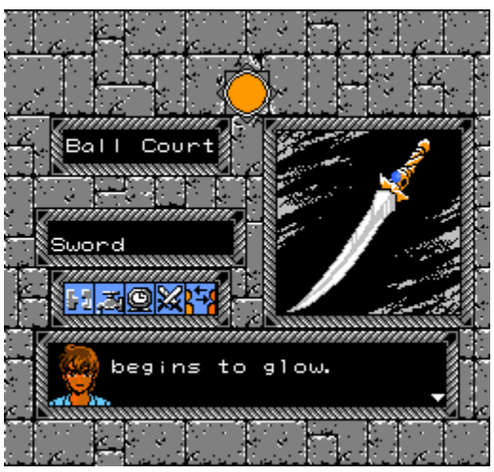


We're going to a new area, so best be prepared. Join your Blue Jewel with the Sword again for MAXIMUM MONSTER SLAYING EFFECTIVENESS!

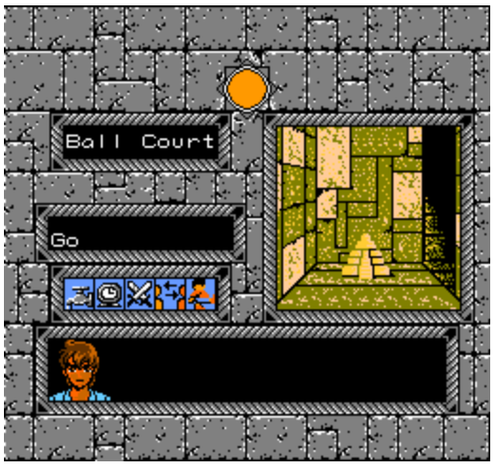


BY THE POWER OF GREYSKULL!

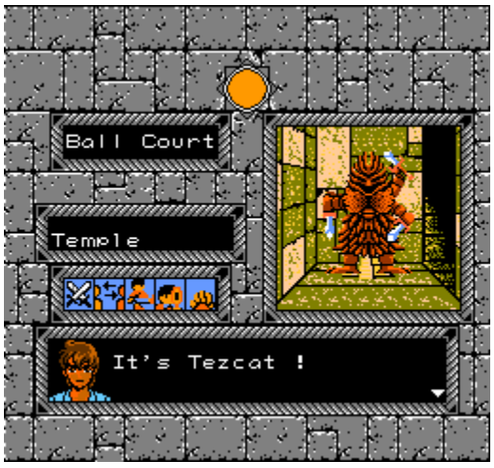




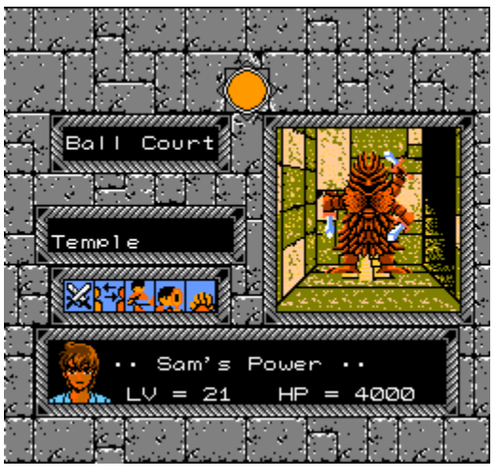
All righty. Go left and we wind up in a new area.



Doing anything here activates a battle with Tezcat, who is not a cat.

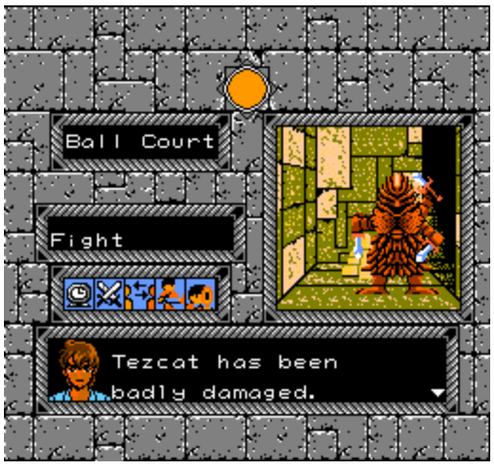


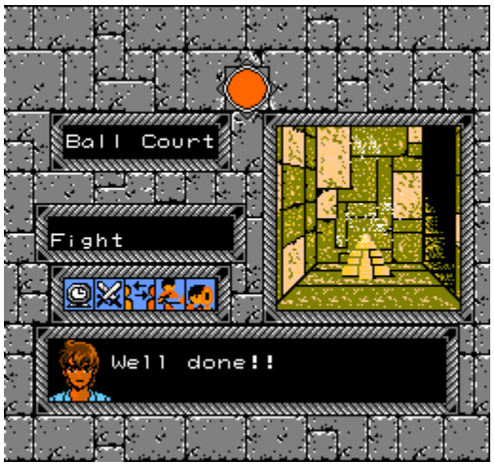
Looks tough. Sam's level and HP?



I think we can take him.

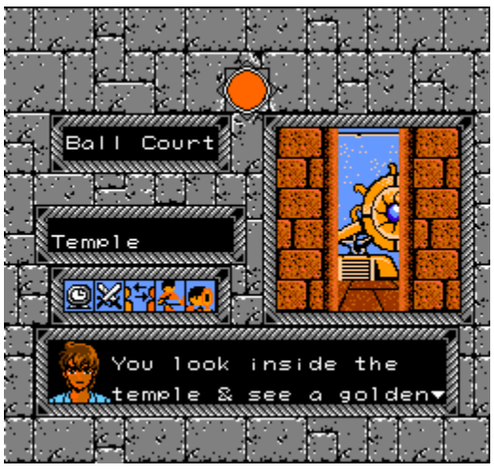
Video: https://www.youtube.com/watch?v=EnykODzkER0&feature=youtu.be





Yeahhhhh....

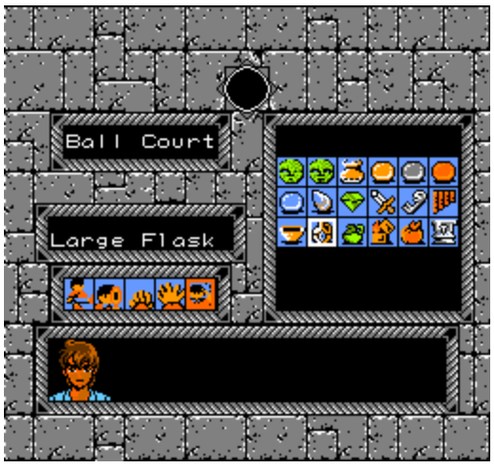
Now, let's check out that weird temple-looking thing.



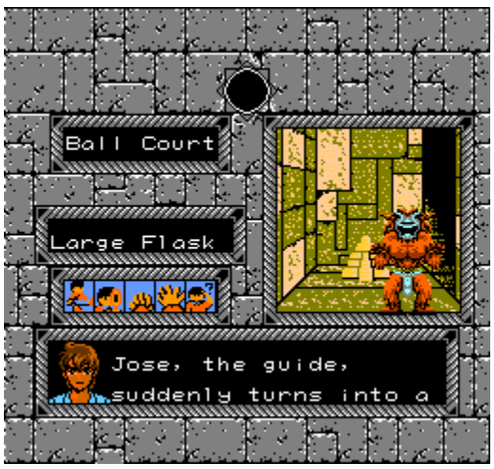
key. If you could only open the temple you could get the key.

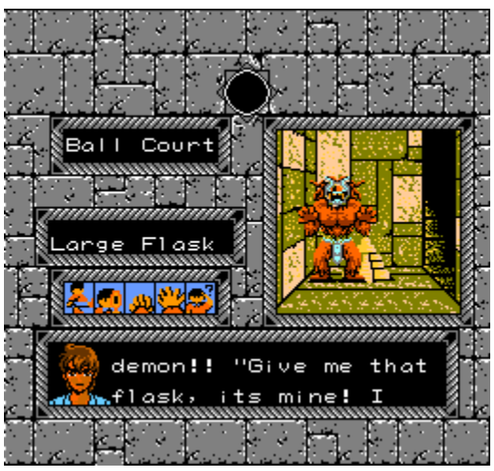
And if every man could shit gold, he'd be rich. Remember those tablets we found in the Stone Box at Castillo Pyramid? We should figure out what to do here easily enough.

Use the Large Flask.



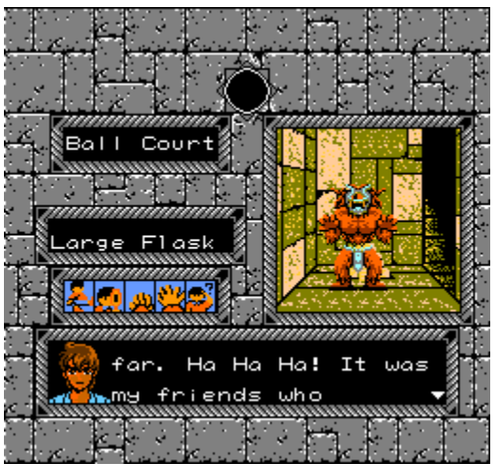
I'm going to show off all of these screenshots for the next bit to add some weight.

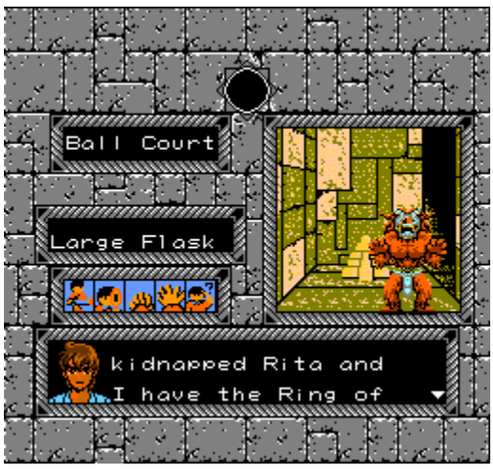




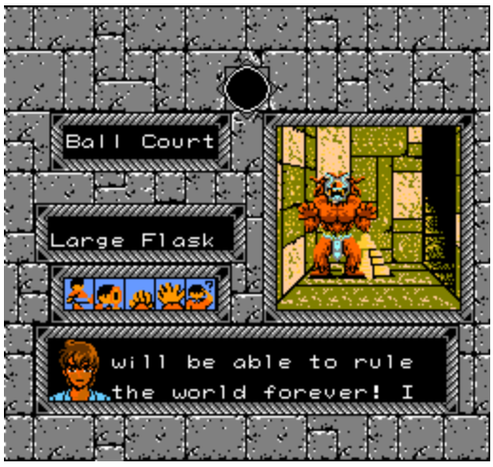
NO, JOSE! SAY IT AIN'T SO! YOU WERE COOL, DAMMIT!

Ball Court
Large Flask
don't need you anymore
now I've gotten this

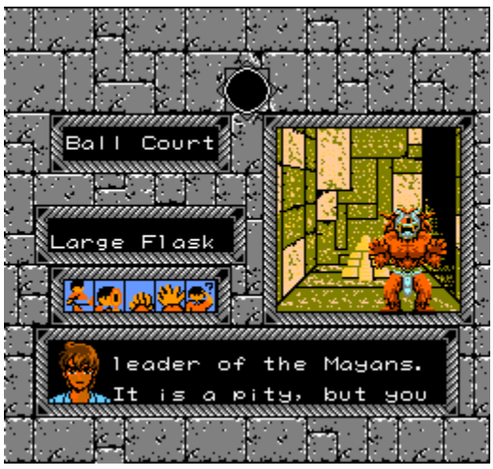

Ball Court
Large Flask
far. Ha Ha Ha! It was
my friends who

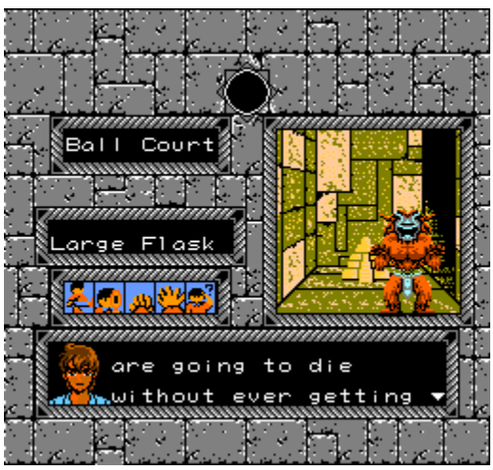

Ball Court
Large Flask
kidnapped Rita and
I have the Ring of

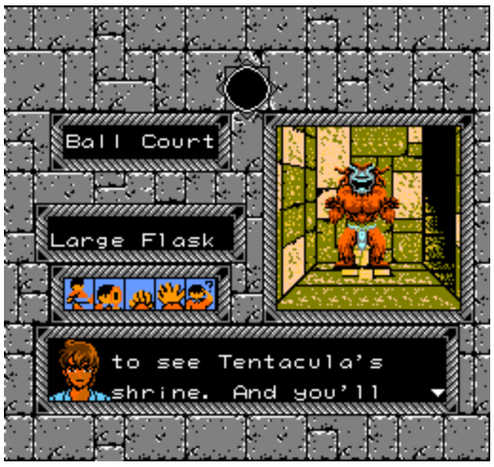
Ball Court
Large Flask
Itza! All I need now
is the Sun Key and I

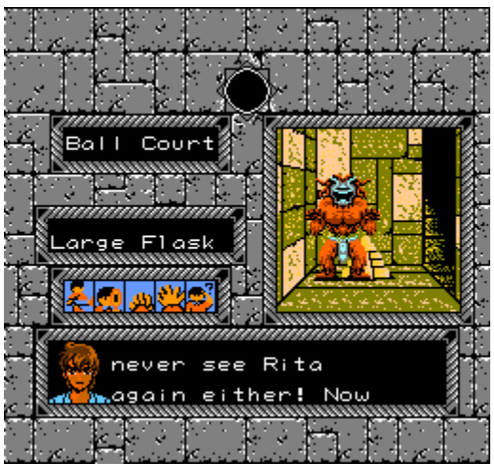

Ball Court
Large Flask
will be able to rule
the world forever! I

Ball Court
Large Flask
will overthrow
Tentacula and become


Ball Court
Large Flask
leader of the Mayans.
It is a pity, but you

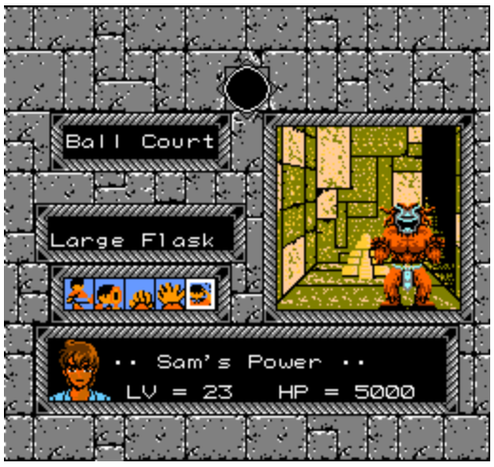

Ball Court
Large Flask
are going to die
without ever getting



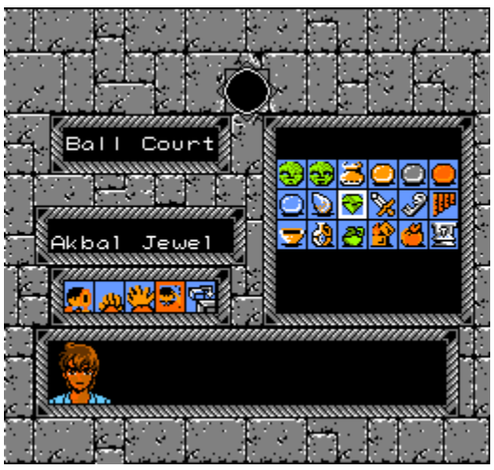


Hmmm.... no.

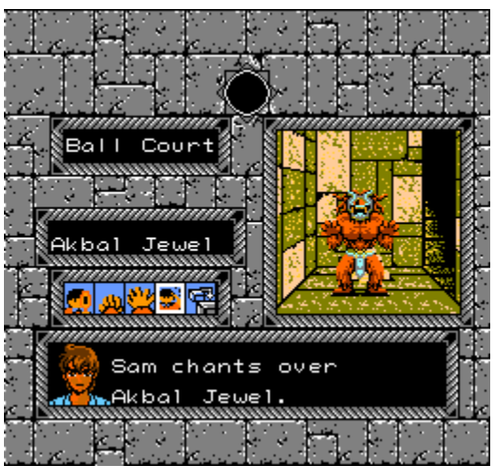
In a twist worthy of M. Night Shamalamadingdong, Jose, our guide and cool compadre who is even on the front of the game box, turns out to be a baddie whose guts we must stomp in...

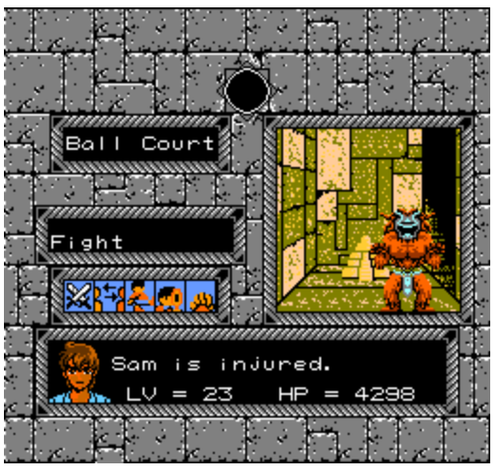


...and has the name Scareface. *Scareface.* It's like if the Batman villains Scarecrow and Two-Face had a kid and this was the name they chose for their fugly offspring.

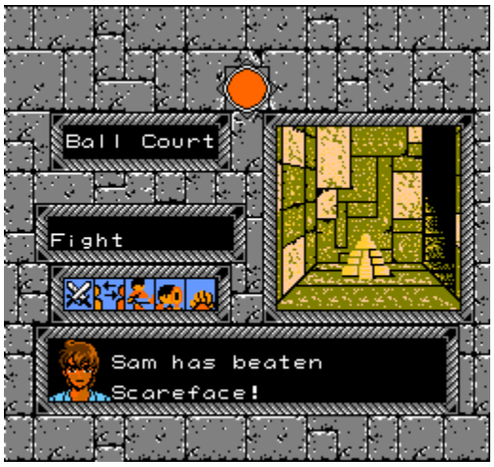


Use the Akbal Jewel before engaging.

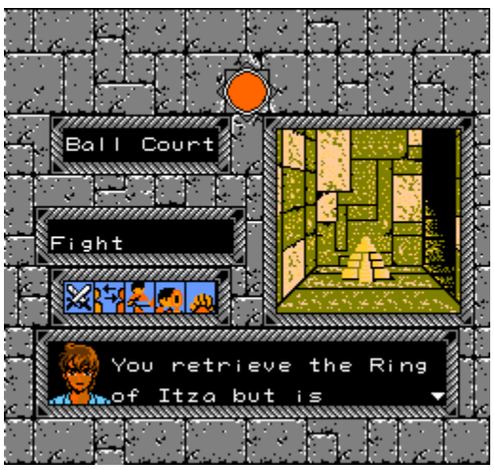




Video: https://www.youtube.com/watch?v=MWjWuPwbLDg&feature=youtu.be



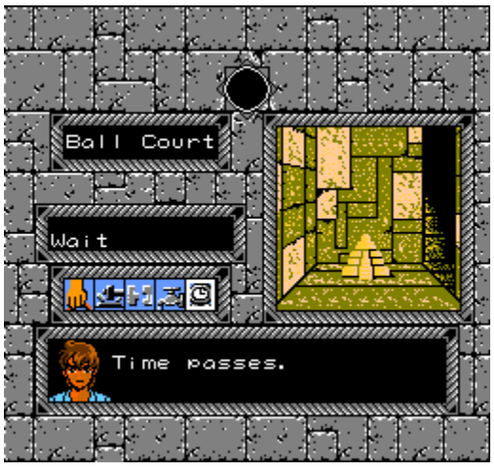
Well done!



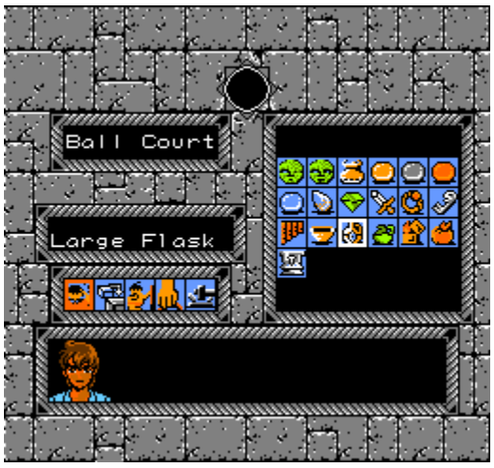
Rita okay? You fear the worst but you can't give her up for lost.

I was just thinking, if Jose wanted the Large Flask, why did he wait until this particular time to try and take it? We've been lugging it around forever, it feels like. Oh well. Moving on.

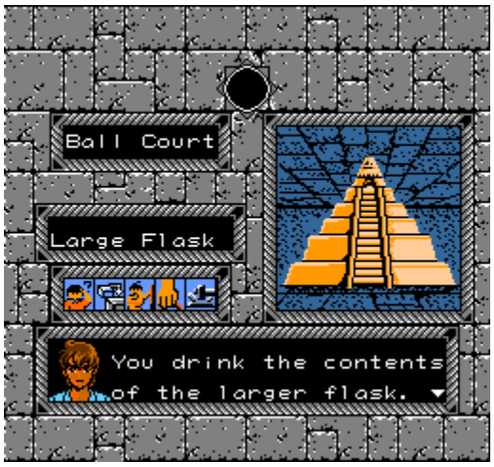
Wait for the circle to turn black.



Use the Large Flask again, since Jose the turncoat interrupted us last time. This causes a strange phenomenom.

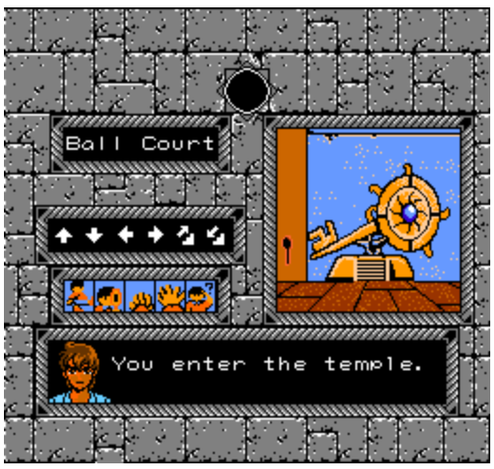


You shrink!

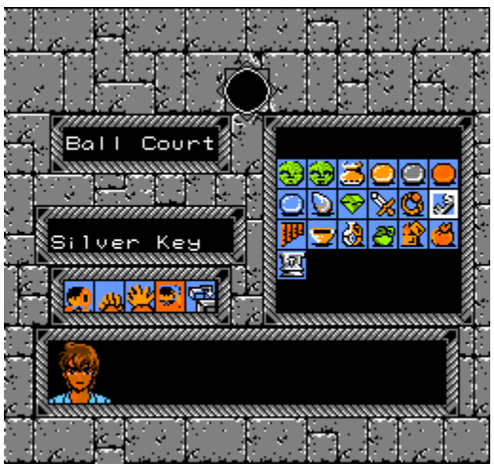


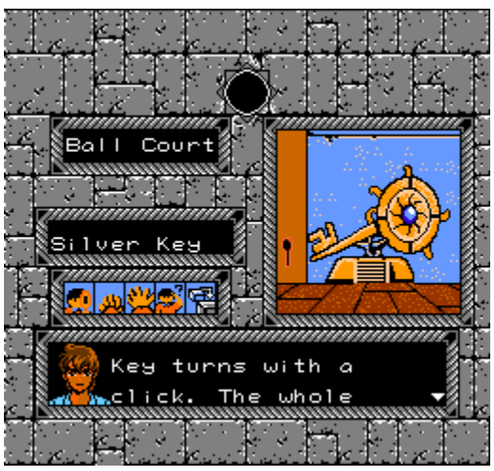
"Hey, what's happening? I'm shrinking!!!!"

Four exclamation points. That's not my doing. That's what is actually in the game. Going forward reveals the key to the mystery. PUNS!



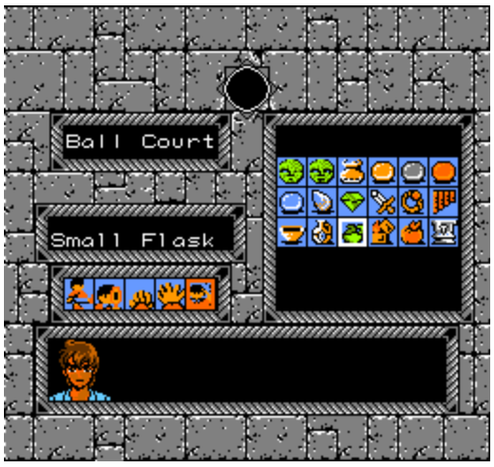
Wow. That is a *big* key! Let's use the Silver Key we have and see what happens.





Temple shakes. The Temple is unlocked.

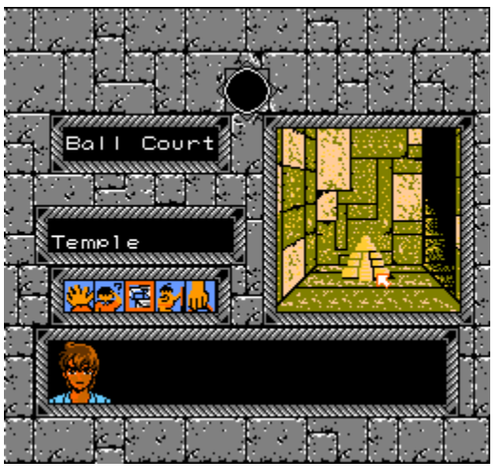
Now that we've "unlocked" the Temple, head backwards.

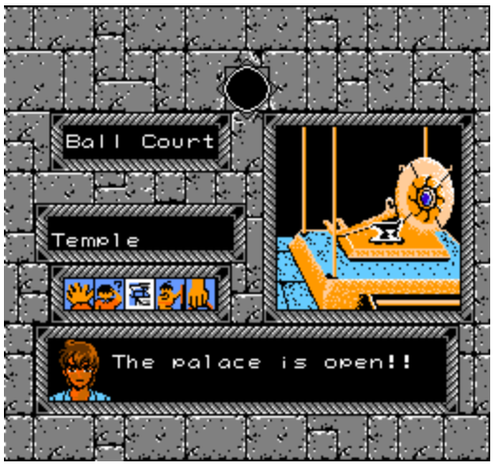


Use the Small Flask to return to normal size. Them crazy Mayans!

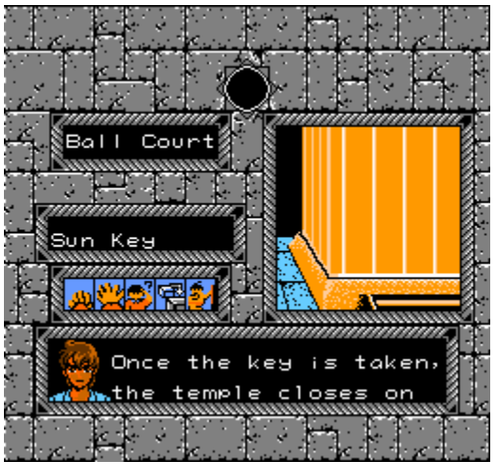
potion.

The next step is to **move** the tiny temple so we can get the Sun Key.



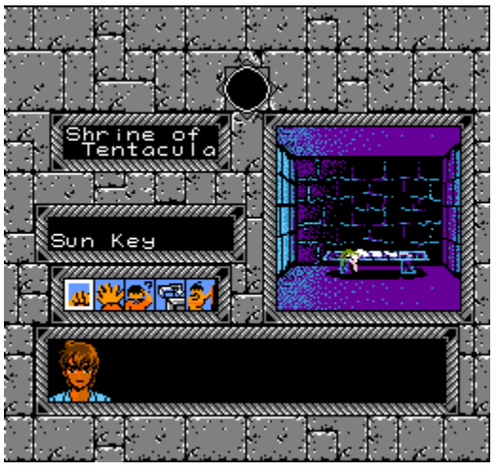


And the Sun Key joins our collection of weird-ass artifacts.



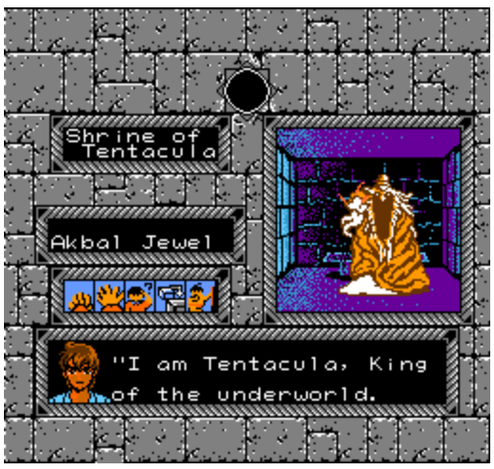
its own. You have finally done it, you have managed to find the Sun Key!!! The room suddenly starts to shake & you feel dizzy. "HELP!!!"

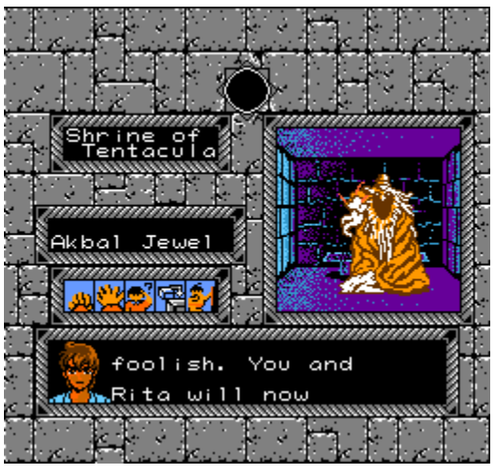
And somehow we end up here.



Shrine of Tentacula. Hm... Tentacle god + prone girl on bed = I've seen enough hentai to know where *this* is heading. Let's waste no time, because this is the room where we actually fight Tentacula.

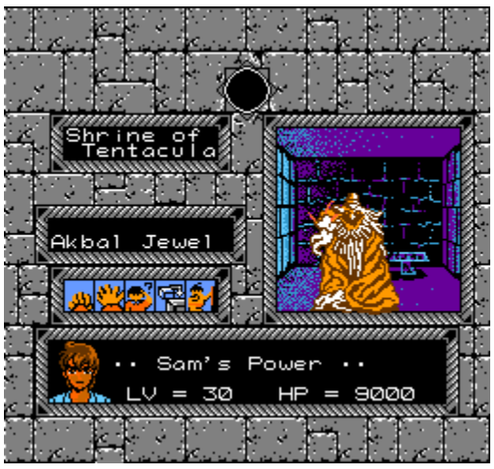
Doing anything activates the battle.



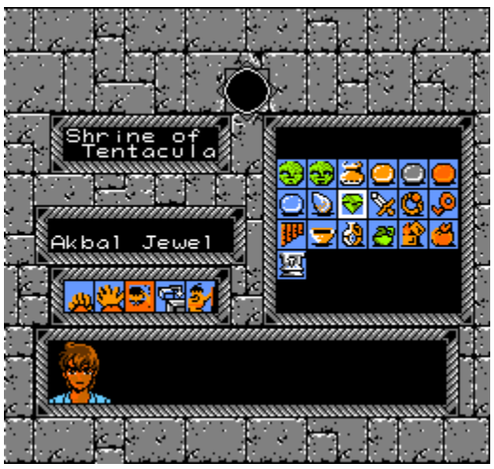


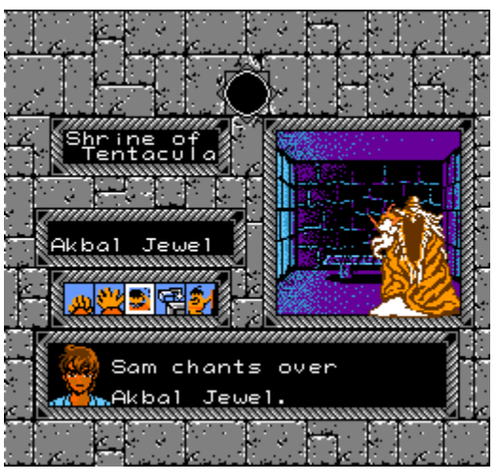
New area, blah blah blah... Sam's level should be 30. HP should be 9000. Insert tired

"DBZ it's over 9000!" joke here...



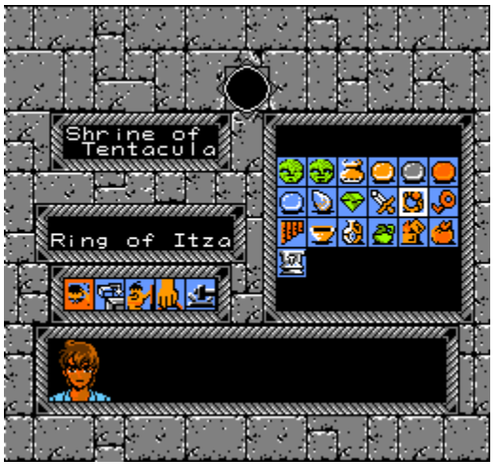
Time to kill this fucklehead. First, **use** the Akbal Jewel.



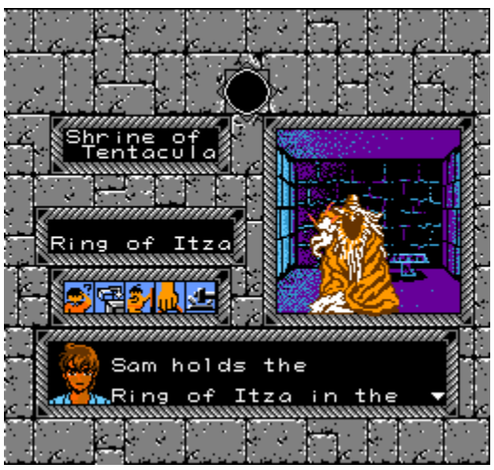


Next, make sure the Blue Jewel and Sword are joined. They should already be, unless you did something wrong.

Finally, and this step is crucial, **use** the Ring of Itza.

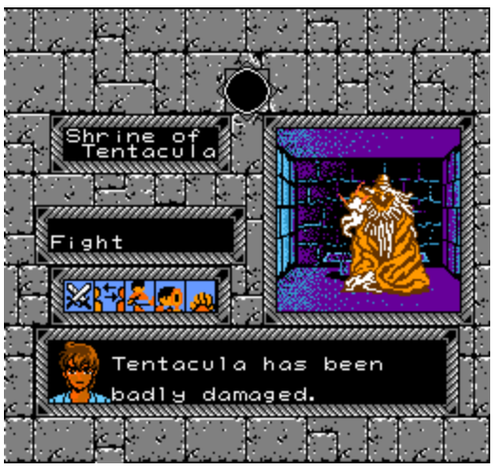


This battle can get difficult if Tentacula dodges or scores a number of hits on you. Those 9000 HP gets whittled down rather quickly.

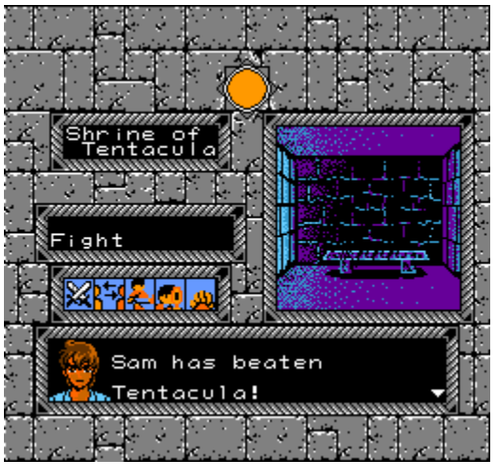


light.

Now just **Fight** and hope luck is with you.

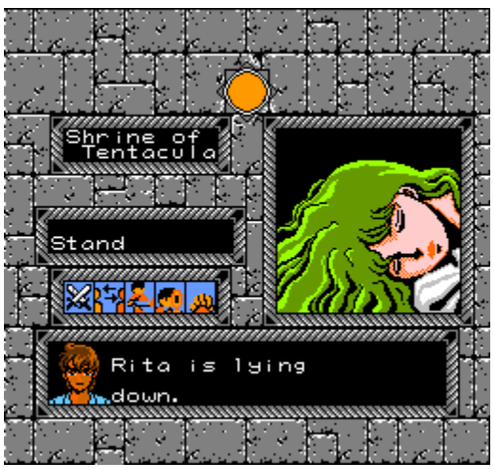


Video: https://www.youtube.com/watch?v=9IrGN9u3Zks&feature=youtu.be



Well done!

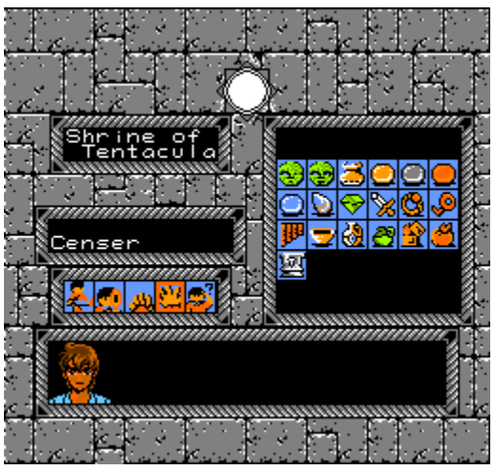
That's the last of the demons, but Rita doesn't look so good...



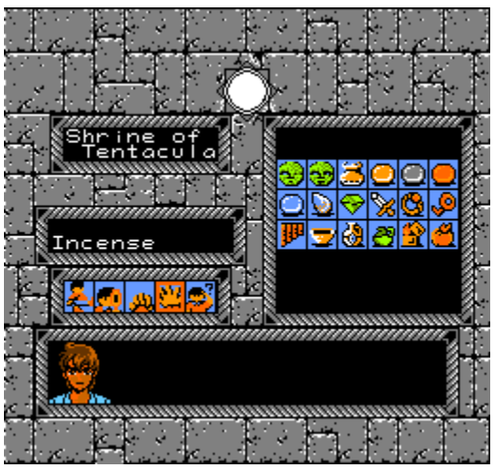
She looks beautiful in sleep...but wait, she's not dead!

And now I bet Sam feels creepy for watching Rita sleep.

Wait, I can use the censer to wake her!"

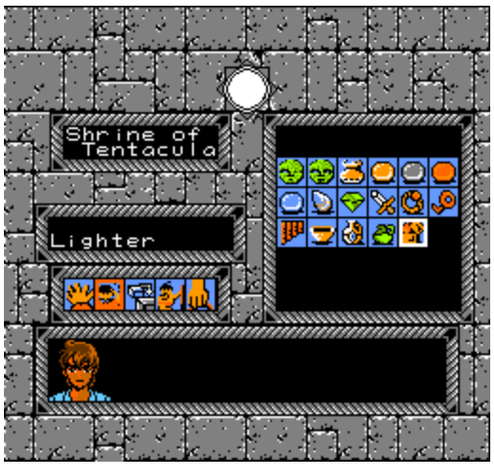


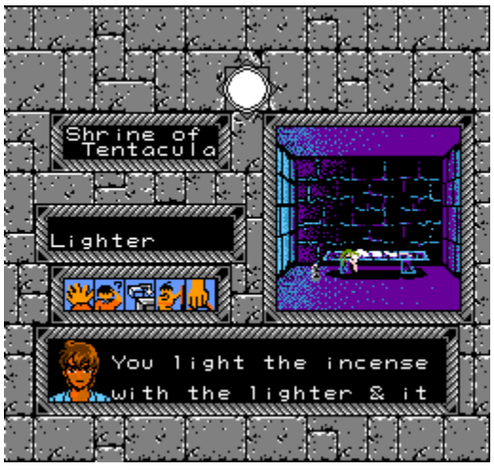
I missed the shot where Sam places the censer on the floor. You didn't miss anything big. Now, we use the Incense...



censer.

Finally, have ~~Leon~~ Sam use the Lighter he's been packing around since the beginning of the game.

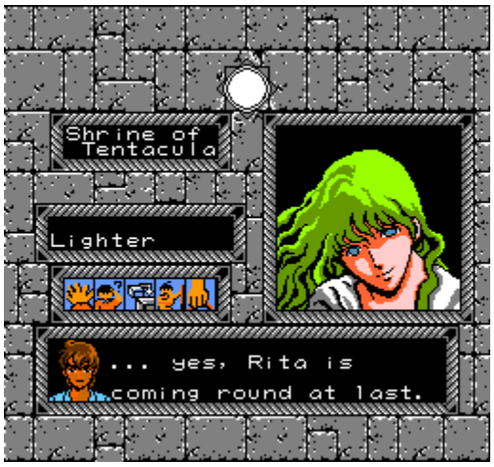




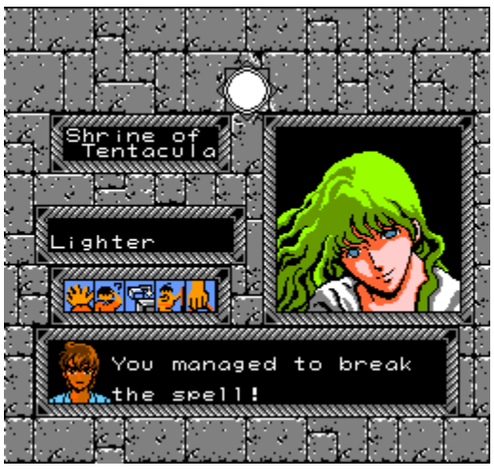
gives off a beautiful perfume.

Shouldn't that be *aroma* or *scent?* Eh. I don't even care anymore.

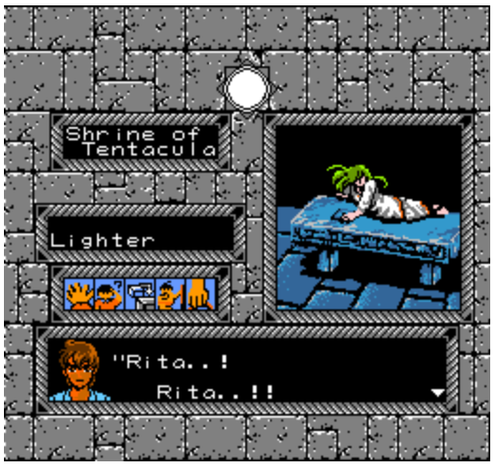
All this waiting!



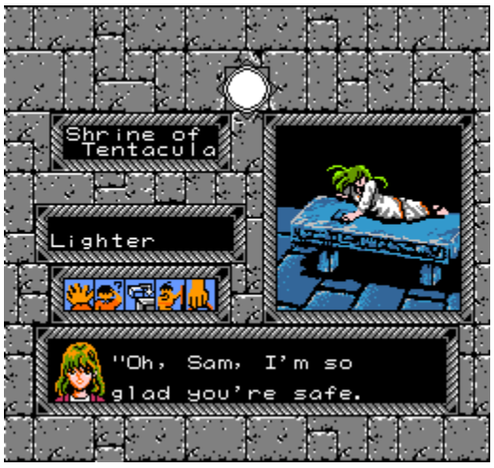
Gawd. She looks better asleep.



No shit, Sherlock.

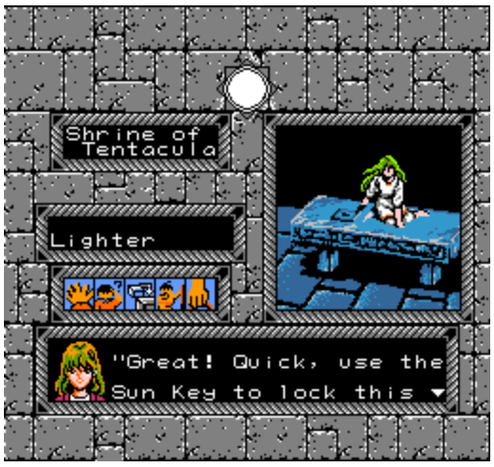


Are you all right? It's me, Sam!"

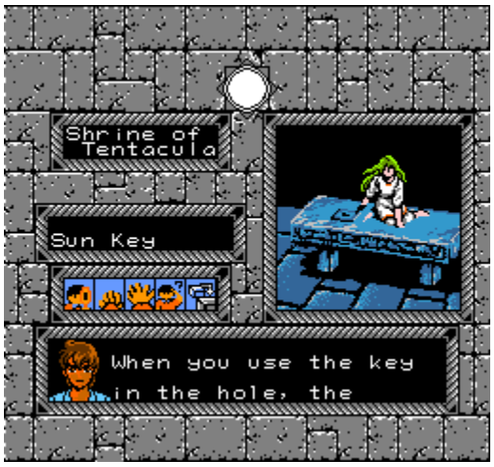


Where's Tentacula? Have you defeated him?

Sun Key!"

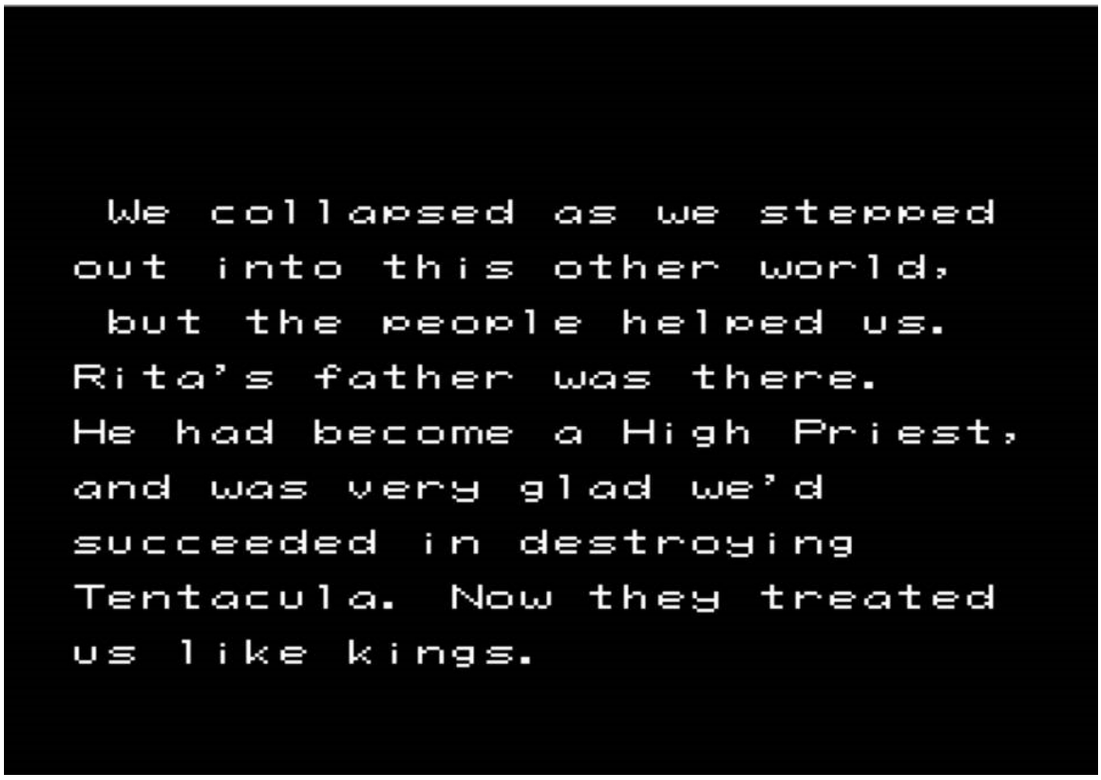


place up forever! Right here, use the key in the hole."



whole palace starts to rock. Watch out!The ceiling has started to crumble, you'd better get out of there!

After this scene, the ending text starts and the Mayan temple crumbles, pulling a *Castlevania.*


We collapsed as we stepped out into this other world, but the people helped us. Rita's father was there. He had become a High Priest, and was very glad we'd succeeded in destroying Tentacula. Now they treated us like kings.

I missed some text but it's all there in the ending video. Oh, and Prof. Imes isn't dead. WIN!

Tombs & Treasure Ending: https://www.youtube.com/watch?v=PyyEbwnwq8A&feature=youtu.be

We are now living during
the Mayan civilization.

A celebration will soon
begin before the temple

Roll credits!

There's a little easter egg at the end. After the screen above finishes, you can play with the directional buttons and the Select button to move the characters' eyes and the girl's mouth. I do it in the video and get some BIZARRE results.

That does it for Tombs and Treasure on the NES.